

World's  
**N°1**  
Best Seller  
- OFFICIAL

# AMIGA ACTION

**2 HUGE!  
DISKS!**

ISSUE 51 DECEMBER 1993  
UK £3.95 H£17.95 OVERSEAS £3.95

**EUROPRESS**  
INTERACTIVE

## **DISK 1**

● **CANNON  
FODDER**

If you're reading  
this in the  
newsagents,  
then ask him  
for the disk!

## **DISK 2**

● **BRUTAL  
SPORTS  
FOOTBALL**

Ask him for this  
one while  
you're at it too  
- we're sure  
he'll oblige...

# T2

## **ARCADE GAME**

**GUN-TOTING  
METALLIC  
MADNESS!**

**IN-DEPTH LOOK  
AT MORTAL KOMBAT!**

**PLUS ● ALFRED CHICKEN  
● ALIEN 3 ● URIDIUM 2  
● THEATRE OF DEATH  
ELITE 2 REVEALED**



9 770957 405012

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PRINTED IN THE UK





### IMPORTANT - PLEASE NOTE

**NOP = will not work on A500 Plus, A600 or A1200.**

**NO12 = will not work on the A1200.**  
**1 MEG = requires at least 1 meg of RAM to run.**

• = NEW Item

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RYDER CUP	18.49

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WITH DELUXE PAINT 3 AND LEMMINGS GAME, BUILT-IN TV MODULATOR, MOUSE, WORKBENCH 2.0, 1 MEG RAM  
EXPANDABLE TO 10 MEG, 1 YEAR IN-HOME SERVICE WARRANTY. **SAVE £50 .....174.99**

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POWER, 256,000 COLOURS FROM 16 MILLION, FAST 68020 PROCESSOR, 2 MEG RAM AND 11 BUTTON JOYPAD. CAN PLAY AUDIO  
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COMMODORE FULL MOTION VIDEO ADAPTOR FOR CD-32 (VIDEO-CD MPEG ADAPTOR)  
GIVES THE CD-32 THE CAPABILITY OF RUNNING VIDEO FROM CD WHEN THE SOFTWARE BECOMES AVAILABLE. ....199.99

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STEREO SOUND, OFFICIAL UK  
VERSION, INCLUDES AMIGA  
MONITOR LEAD AND 1 YEAR  
WARRANTY. ....**179.99**

**COMMODORE 1940 MONITOR**  
SUPPORTS SVGA AND ALL  
AMIGA 1200 AND 4000 GRAPHICS  
MODES, 0.39" DOT PITCH, 14"  
DISPLAY, BUILT IN STEREO  
SPEAKERS FOR QUALITY SOUND.  
OFFICIAL UK VERSION.  
PC LEAD WITH AMIGA ADAPTOR  
INCLUDED. ....**284.99**

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WITH TELETEXT AND REMOTE  
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# AMIGA ACTION

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Elite 2, in other words. Usually we hardly ever give anything four pages, but believe us, this really is worth it.

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Coolest man on the entire planet (he's even been on the telly, you know) Brad Burton puts you straight on all sorts of rad stuff.

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"Any old iron, any old iron, any any any old iron, you look sweet, talk about a treat, you look dapper from your napper to your feet..."

## Win! A CD32 and games! p76

Lux a lordy, we've gone absolutely totally bonkers this month. As well as getting together with Virgin to give you and a friend a chance to get scared poopless at the new Alien War Experience in London (p93) we're giving away a (gasp) CD32, courtesy of Ocean! How do we do it? To be sure you don't miss out on this spectacular offer turn to p76 quick.





# EVENTS

## COVERDISKS

Not exactly our most politically correct selection ever, but a couple of corkers nonetheless. Brutal Sports Football has already been reviewed and loved to death by your faithful Amiga Action team, while Cannon Fodder looks set to lift Sensible Software to even greater heights. So there you have it – two lovely games for you to while away the hours and beat out all those frustrations.



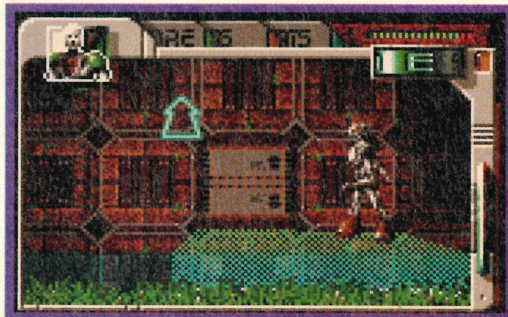
## FEATURES



Yet again our roving writers have been running around getting the low down on what's what. Paul lets you in on how Probe's big two, Terminator 2 and Mortal Kombat are shaping up, John tries not to sound too gob-smacked by the rather posh-looking Rise of the Robots (p82) beat'em up from Mirage, while Steve recounts his exploits behind the scenes at US Gold (p94).

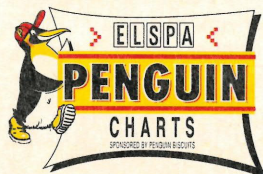
## PLAYER'S GUIDES

Er, well, more a player's guide, unfortunately. You see there were just so many games to review this month and so many features to fit in and so few games which seemed in need of tipping and... Jeez, I've run out of excuses already and I'm nowhere near the end of the box yet. Except that I am. (You're nowhere near the end my son because I've had to type in these extra lines – Karen)

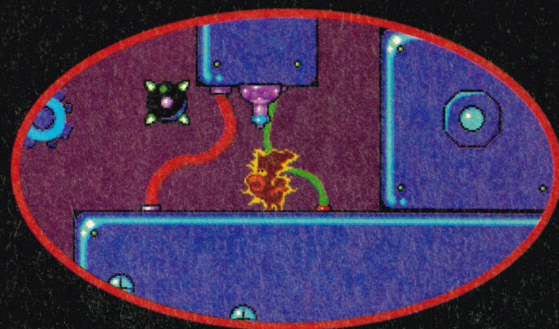


## CHARTS

If anything has been selling a lot lately, you can be sure it will pop up here. That's because Gallup's clever little charts are made to measure those kinds of things, you see, what with them being charts and all. Smart. Check 'em out to see if you've been buying all the right stuff.



## REVIEWS



### Alfred Chicken .....36

He's a chicken and his name is definitely Alfred.

### Alien 3 .....32

"I thought the film was dead good," said Oliver North.

### Bob's Bad Day .....54

The first game to make chundering fun.

### Donk .....48

Revamped fun with our favourite samurai duck.

### Krusty's Fun House .....52

A game about that clown out of the Simpsons.

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Look what happens when the Codies go full price.

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### Overdrive .....50

Watch yourself drive from an overhead view. Oh yes.

### Perihelion .....26

Cyberpunk RPG from somewhere in Budapest.

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### Qwak .....41

Yet another game with a bird as the hero. Weird.

### Theatre of Death .....22

Just like a real war, only more so.

### Turrican 3 .....42

Where Steve and John disagree about the mark.

### Uridium 2 .....46

More like Uridium one with a lot of knobs on, really.

## BLUEPRINTS

### Brian the Lion .....72

Those Shadow of the Beast people are back...

### Dennis .....78

The cute film one, as opposed to Gnasher's mate.

### Elfmania .....74

A fist-fest of positively Scandinavian proportions.

### Zool 2 .....70

I positively refuse to say anything else about this.



## The First Word

If there is one thing we can't be accused of here, it's standing still. We always strive to bring you more of what you want, and this month sees the inauguration of Over The Edge – a non-computer-but-jolly-interesting-all-the-same section of the magazine, compiled lovingly by the inimitable Brad Burton, better known by many of you for his regular appearances on Gamesmaster and BSKyB's Games World. With all the reviews, previews and many more features than you find elsewhere, what can I say but read on? Well, a lot I suppose, but that'll have to do because I'm busy.

**Paul**

## Shapely figure!

We're the best. And it isn't just our opinion either – its yours too. The latest Audit Bureau Circulation figures (ABC) show that we're still streets ahead of the rest (and growing of course, so you're not the only One), selling an average of 59,627 copies a month, compared to the 54,081 of Amiga Power, and The One's 52,476. When asked what he attributed to the magazines strength, Paul Roundell said, "Dunno, and to be honest I don't care, just as long as we keep stuffing 'em!"



Amiga Action: it sells miles more copies than any other Amiga games mag, you know.



A fresh lease of life for the isometric adventure. Shame the dress sense hasn't changed.

## Re-Generation

Mindscape are standing firmly behind the CD32 right from the off (and rightly so), with the imminent release of their now classic arcade adventure D-Generation onto the machine. D-Gen has been tweaked in both the graphics and the sound departments, but for the most part remains very much the same game it ever was – not much good for original owners who've upgraded, but a real treat for CD32-owning D-Generation virgins.

In all honesty, the CD32 joystick (the black spot on an otherwise excellent machine) makes controlling the sprite around the isometric landscape a bit more tricky than it should be, but no worry, because the options screen allows the reconfiguration of the play screens to make the angles straight up and down.

Also on the cards from Mindscape are CD32 releases of Alfred Chicken, and the saucy-looking Liberation. These will arrive in November and promise to be just a bit special.

With an A1200 version to follow, KQ should be another Sierra classic.

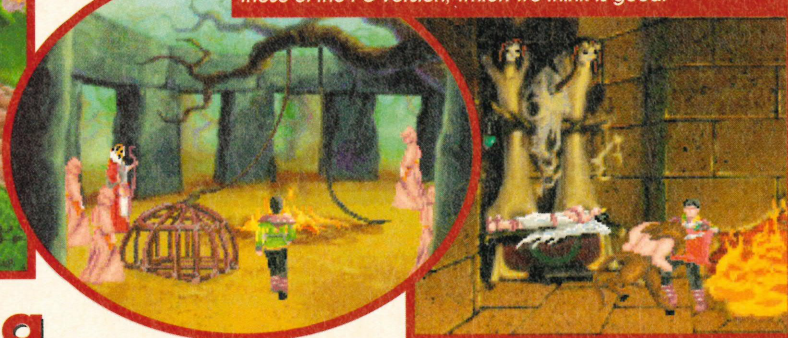


## A new King

Well not so much new, as, er, ported. Sierra have decided to call upon the talents of Revolution Software to port their PC smash, Heir Today, Gone Tomorrow, or good old King's Quest VI, as the more sensible people like to call it.

Revolution are currently also busy with Virgin's Beneath a Steel Sky, but are confident of a pre-Christmas finish on King's Quest. Basically the game is the same, and Revolution, glad to be recognised by a strong Sierra team who usually do their own conversions, are working on standard and A1200 versions in tandem.

King's Quest VI: in many respects its graphics will compare those of the PC version, which we think is good.



Charles Cecil, Project Manager at Revolution, is confident that even the standard version will bear up in comparison with the PC. "Obviously we are limited to some extent with the Amiga's palette, but Sierra programmed the game in very bright, primary colours, which gives us quite a bit of scope to make the graphics quite similar. And of course, the 256 version will be better still.

If you like your adventures tricky, and enjoy island hopping in the hope of bumping into a princess or two, hang around the shops at Christmas time. And beg for change off any passers-by.

## Digging deep

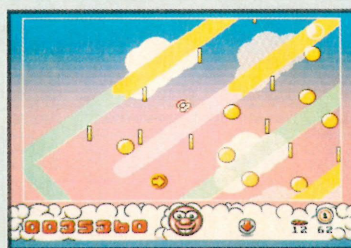
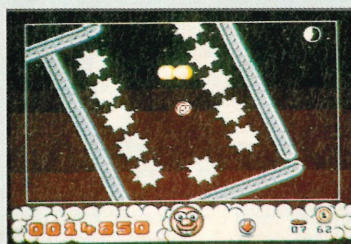
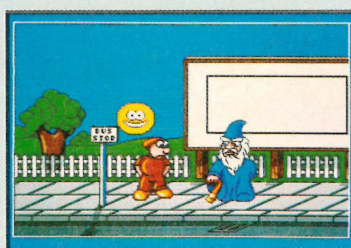
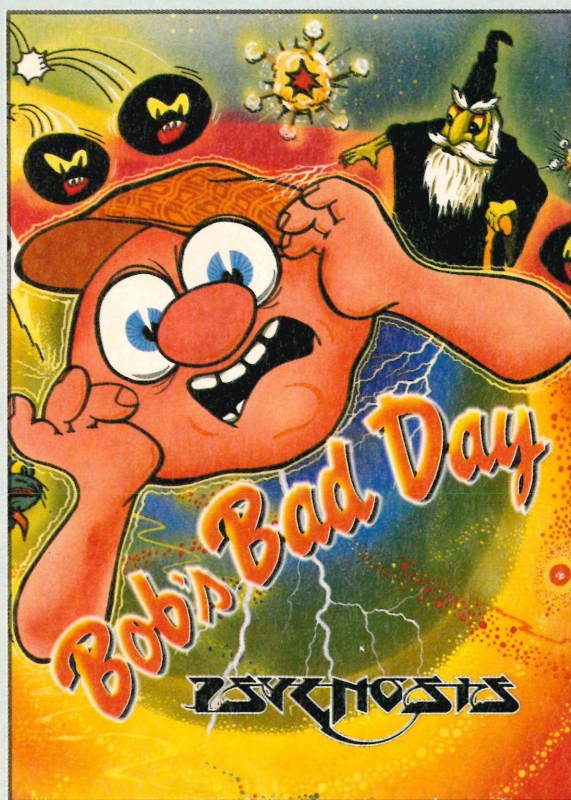
With their CD32 version of Diggers bundled in with the machine, sales going well, and the computer press generally very impressed with the not-too-serious strategy game, Millennium are set to release it onto the A1200.

Apart from the in-game manual enjoyed by CD players, the game remains very much the same, and in fact the control method has been slightly altered after criticism of its complexity. Unfortunately, no "standard" version of the game is likely to materialise, as too many sacrifices would have to be made to the way in which the game plays.



# SPIN YOURSELF DIZZY AND DRIVE YOURSELF TO THE EDGE OF ENDURANCE THIS CHRISTMAS

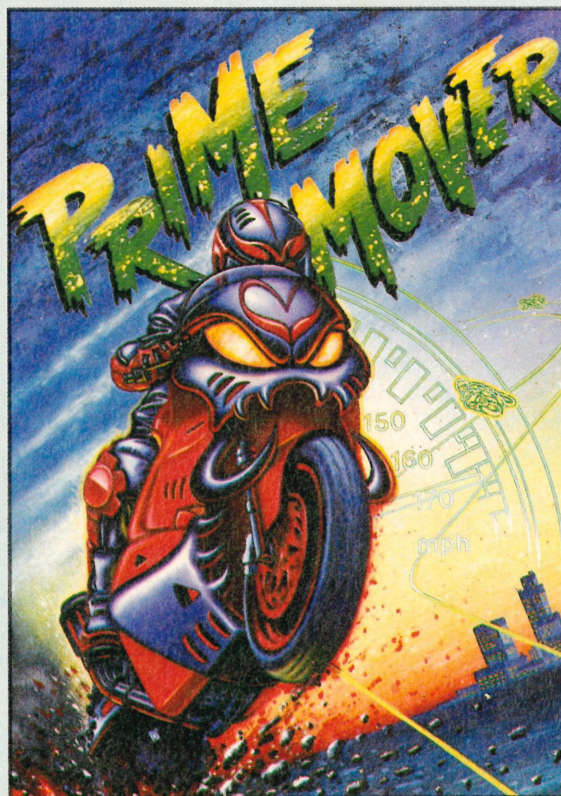
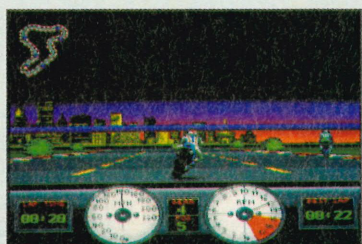
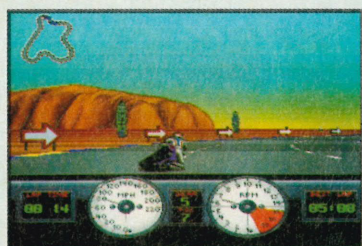
(Without even listening to the Queen's speech...)



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Left is the bustling ECTS show, while below is Mindscape's Pierre Le Chef.



## Good show

Apparently, the ECTS was something of a success. As well as attracting possibly the biggest gathering of software developers yet, the number of attendees swelled to a record 5,758 (most of whom work on PC Action), bettering April's total by over 12%.

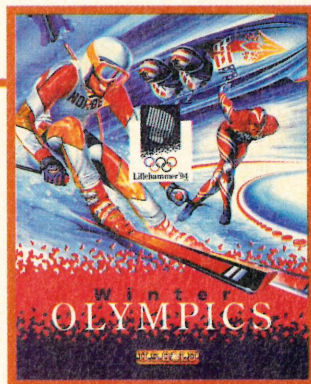
It must be said that the stands this year were more impressive than ever, the software companies all eager to outdo each other to make that vital impression. For God's sake, Ocean had a dinosaur hatchery on theirs!

Those who get a little too involved in their games were in LSD heaven, as life size Zools, Zooz's, Pierres and Mega Men battled it out for the novelty stakes. It all got rather ugly at one point, as Zooz took a drubbing from Rocket Knight, and the actress inside the costume was unable to attend the last two days of the show due to her diminutive size!

## Icy Gold

The Winter Olympics are fast approaching. Which is strange in itself, since they always used to tie in, at least tenuously, with the dates of the summer ones. Less strange is that US Gold are the company who will be bringing us the thrills from the piste, and the bob from the sleigh.

The Goldies (as nobody calls them, and never did), famed for their sporty affairs, are programming a four player game which covers all the events – even the formal ceremonies. A veritable feast of options are promised on its release in December.



# NEWS

## Legion of Renegades

After a fairly quiet spell with only The Chaos Engine appearing on the Amiga over the last few months, Renegade, after the release of Uridium 2 and Turrican 3 (both reviewed this month,) have got the bit between their teeth once more.

Of interest to virtually anyone with both an Amiga and an ounce of appreciation for excellent software is the non-too surprising news that a sequel to Sensible Soccer is indeed due, and to be perfectly honest, it looks as though it will simply blow the competition away.

Sensible World of Soccer (nice name) has a lot of teams in it, and we're not just talking your average run-of-the-mill European, domestic and any-daft-name-will-do teams either. SensiWo, as it might, but probably won't, come to be known as, offers you the choice to either manage, play for, or combine the two with any of 1500 teams from around the globe. It's due around Christmas, and the price is to be fixed, but whatever – it'll be worth it.

Ruff 'n' Tumble is another forthcoming release from Renegade.

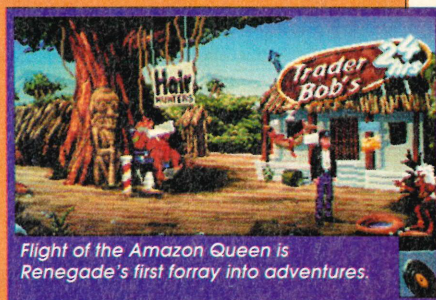


Meanwhile...

A CD32 version of the game is on the way, and may even be available when you're reading this. It won't be too different, but those with a machine and few games might like to check it out.

Something that is very different for Renegade is Flight of the Amazon Queen. Even forty years ago, film stars were every bit the prima donnas they are today, and the one in question, the gorgeous Faye Russel (probably pronounced Ru-sell), can't even come to terms with a bit of an aircrash. Luckily, you (as the dashing pilot Joe King) can, and the aim is to lead the starlet to safety from the horrors of the South American Jungles, saving the world as you go.

Hold your breath though, it isn't out until '94.



Flight of the Amazon Queen is Renegade's first foray into adventures.

# GET IT BEFORE IT GETS YOU!!!!

ALIEN BREED 2... coming soon from

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# NEWS

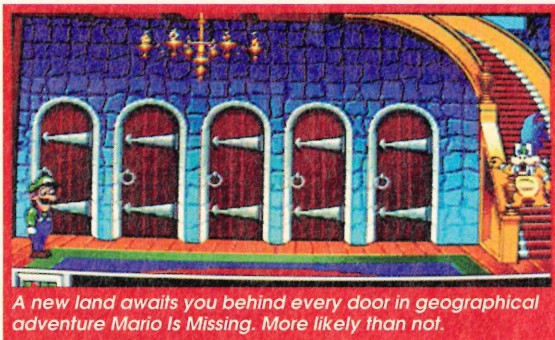
## Mario in Tefal Land

Will Sonic or Mario ever come out on the Amiga?" How many times have we had letters carrying that kind of desperate plea? Lots, that's how many. Well now, at long last, Mario is here! Kind of, anyway. Mindscape are the culprits: their Mario Is Missing, they say, "combines the much loved world of the Super Mario Brothers with essential educational principals."

They actually say quite a bit more too, and although of course they're blowing their own trumpet a bit, it does sound quite smart.

Mario Is Missing is, at the core, an educational geography program, aimed at kids of seven and upwards. Mario has been kidnapped by some evil being, and his children need to trek across the world to find him.

Compass skills, map mastery and general logic are the things the kids should pick up.



A new land awaits you behind every door in geographical adventure Mario Is Missing. More likely than not.



"But where are my kids?", asks Mario. "I gobbled them up!" cackles the unsary biscuit monster.

## Wacky races

Mental Image's Winning Post, which we so kindly included for you on our October coverdisk, is causing problems. Nice problems, though. The guys are so snowed under with requests that they can hardly cope. We reviewed it in full last month, but since it is essentially a Public Domain program, many of you might be struggling to get hold of it.

Those interested should contact Mental Image on 0302 886591, or send their £5 registration fee to: 16 Mile End Road, Hatfield, Doncaster, South Yorks, DN7 6AU.

Fans of the game should watch this space for info on the Winning Post sequel.



We forgot the address. Hey - we don't pretend to be perfect.

## Mighty oaks

Yes, yes, we know you own an Amiga, or at least, if you don't then you must be a particularly daft person. Perhaps you simply enjoy the humour and the genial banter, or indeed, perhaps not. Anyway, the point is that for those of you who also own an Archimedes computer, there is, soon - not yet, but soon - to be a show just for you.

The Acorn World show takes place at the Wembley Exhibition Centre from 29th-31st October, and promises to include all the major software developers showing off their luvverly wares. Those who don't live in the capital (which is quite a few, believe it or not, Londoners) will need to know that the nearest tube station is Wembley Park (really...?). Advance tickets are available by phoning 0295 788386 at £5 for adults and £3 for kids, or you can pay an extra quid at the door. Have fun now...

## The witching hour

It's been a long time in coming (like, about ten years!) and finally it's here. Mike Singleton's Lords of Midnight is about to hit the Amiga, courtesy of Domark, after its long forgotten success on the eight-bits. The mere fact that Steve McNally is enthusiastic about a game is enough to cause a stir in the office, and for that reason it seems that the RPG epic should be a stormer.

As is becoming more and more common, Lords of Midnight features events which take place in real time, giving the game even more depth and realism. "An interactive movie tour-de-force" is how Domark describe their product, and although your humble news pedlar struggles with those clever Frenchy-sounding phrases, we understand it to mean that the game is very good, and at this stage would be inclined to agree. It won't be around until about May, so look out for more news as we get it. If indeed we do.



Lords of Midnight has a user friendly interface and gorgeous graphics. So we've heard.

## Er, more races

Got a CD32? Got any good racing games? Alright then, got any racing games at all? Never fear - always at hand to relieve the frustrations of would-be Stirlings, Gremlin are entering the CD arena big time, with the release of not one, not two but ALL THREE of their Lotus games on one throbbing disk.

Lotus and Gremlin in fact, rather than hating the sight of each other by now, are set to continue their relationship into the near future. After the success of their RECS track design system, Gremlin are looking to use the Lotus identity (and car too, we presume) in conjunction with all the new technology on the way.





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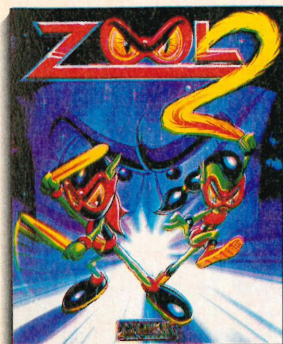
wanna

play

we've got it....



# ARCADE PLATFORM



## ZOOL 2

**ZOOL**, and his female companion **ZOOLZ**, face a challenge which wilts the knees of the toughest Ninja's in this state of the art **PLATFORM ARCADE ACTION** sequel. **KROOL** and his accomplice **MENTAL BLOCK** are once again out to wipe imagination from the face of existence. Playing **ZOOL** or **ZOOLZ** fight your way through **NINE** massive levels of hugely varied and enjoyable gameplay. Meet **ZOON**, a two headed alien dog, one head stupid, the other highly intelligent.



### Features Include:

- Play either **ZOOL** or the all new **ZOOLZ**, each with their own special strengths.
- A wide variety of highly intelligent enemies.
- Many varied power ups and collectibles.
- Hidden bonus rooms and secret levels.
- Sizzling sound FX and a choice of in game tunes.
- Nine huge levels.

"The classic sequel to 1992's biggest selling Amiga game".

# ADVENTURE/STRATEGY



## K240

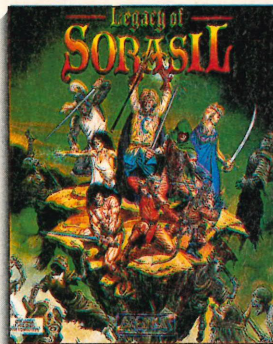
Only when you take control of **K240** in this superb **STRATEGY** game will you understand what real pressure is. The Terran Empire has expanded. Mankind and six Alien races are struggling to maintain peace in the face of dwindling resources. Is destruction inevitable. You are the Commander of the mission to explore and exploit **K240**, but can you build a successful and peaceful colony deep in the recesses of space, or will greed and aggression bring the empire down.



### Features Include:

- 6 different Alien life forms.
- 8 different types of space crafts.
- 16 different types of weapons and shields.
- Fully designable asteroid field interface.
- Highly intelligent enemy colonies.
- 40 different building structures.
- A vast range of complex interactions to understand and control.

# FANTASY & ROLEPLAY



## LEGACY OF SORASIL

**THE LEGACY OF SORASIL** is a fantastic and huge world of adventure. The fabled land of Rhia has fallen foul of a mysterious plague. Choose a party of intrepid adventurers from 8 would be Heroes and try to return the land to it's peaceful state. Battle your way through 10 vast stages against a legion of highly intelligent foes. Endless hours of solid and far reaching gameplay.



### Features Include:

- 10 perilous quests to be completed.
- Stunning 3D isometric display.
- Simple point and click interface.
- 8 heroes, all with specialist skills and abilities.
- Eerie sound FX and tunes.
- Fully self mapping.

"If you want challenging gameplay and a game that's going to last you can't go far wrong with this".

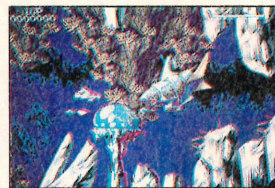
**CU Amiga**

# SHOOT 'EM UP



## DISPOSABLE HERO

Get that trigger finger ready for an **ARCADE SHOOT 'EM UP** that takes up the genre where others have feared to tread. The Free Worlds lie technologically bankrupt. An Alien tyranny threatens mankind. As a certified **D-HERO** it is your task to fight your way through 6 levels of non-stop heart pumping finger sweating eyeball racing thumb busting, nerve jangling action to penetrate the alien strongholds.



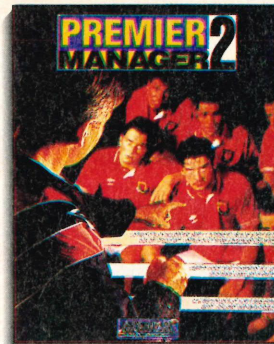
### Features Include:

- Arcade quality graphics, backdrops and animation.
- Fully adjustable sound FX and in game tunes.
- Hundreds of weapon configurations.
- Mind blowing Mid-level and End-level guardians.
- Choice of assault craft with Four levels of difficulty.

"First impressions? whoah! blast, blast, boom! death, guns, more death, action and excitement!"

**The One**

# FOOTBALL STRATEGY



## PREMIER MANAGER 2

**PREMIER MANAGER** transformed the face of **STRATEGY** football management games with it's accessible and enjoyable game style. It has remained in the charts since it's release late in 1992. And now, **PREMIER MANAGER 2** is ready with a whole host of added features. Have you the management skills to turn around and improve your teams performance? Get ready to blow the whistle on **THE** football game for 1993.



### Features Include:

- 16 playing formations with 8 playing styles and 12 match tactics.
- Negotiate wages, bonuses and contracts.
- Comprehensive banking system with changeable interest rates.
- Up to 26 players per team with limit of 4 foreign.
- Set ticket prices and crowd control.
- **IMMEDIATE** sacking possible if you're not up to the job.

"This really is the best bits of all the footy games, bundled together and laid out on a golden plate for you".

**The One**





# CANNON FODDER



▲ Tread softly between the trees, as enemies lurk everywhere.



▲ Shooting helicopters makes a mess – but it sure is fun!

OK, last month you were given a preview of Theatre of Death: this month you're being treated to the real thing – the totally addictive, totally attractive, totally playable... Cannon Fodder. (says Jools).

To load, as usual insert the disk into DFO and switch on your Amiga: the game will automatically boot.

When loaded, you will be presented with a menu screen comprising of four boxes, each containing a level number. Click on level one to get the action going.

After a few seconds of loading, the main game screen will appear and you will notice three dark green uniformed soldiers looking around at the top of the screen. These are the enemy and they all have to be killed in order to complete the level. To do this (it turns into a bit of a GTGA here – Ed) move your two guys (positioned at the bottom of the screen) by moving the pointer to the desired position and firmly clicking the left mouse button.

Keep doing this until you have the enemy in sight, then blast them away by holding down the right button and targeting them with the cross-hair. Done that? Good – phase complete.

Right then, level two – a bit harder as the enemy are more intelligent and some are armed with bazooka guns. Same as before, kill everything in sight, and to help you do this there's a helicopter armed with rockets and homing missiles parked at the bottom left hand corner of the map. To board, move the pointer

over it (the pointer should change to a box with an arrow pointing up-left), click the left button and wait until all your men are inside. Now click on the part of the map you want to fly to.

You can also hold down the left button for continuous movement control. Shooting – well that's the right mouse button again: click near to an enemy soldier and a homing missile will be launched. Click on a piece of background and a rocket will be launched. Try blowing up the trees...

In level three you have to find the container of bazooka shells and use them to blow up the enemy huts. To fire a bazooka, hold down the right button and click with the left. The shell will then be fired at the cross-hair, but make sure your men aren't too close to the target, or consequences will be suffered. Oh and another thing – watch out for the traps on this level.

Level four – well, this is a tricky one. Lots of features are included, for example underground enemy tunnels and an enemy helicopter armed with bombs, so beware. (Jools must have gone fed up at this point, so you'll have to work it out yourself – Ed)

## DUFF DISKS

If you knew the lengths we go to to ensure your disks are the best around, you'd swoon with gratitude. We sell lots of mags, and lots of mags means lots of disks, which sometimes means that one or two get knackered. Please don't send them here if they are: send them to the folks at Prosoft, 5 River Gardens Business Centre, Spur Road, Middx, TW14 OSN.



▲ On the other hand, the chopper's revenge isn't nearly as much fun, so have your trigger finger ready at all times.

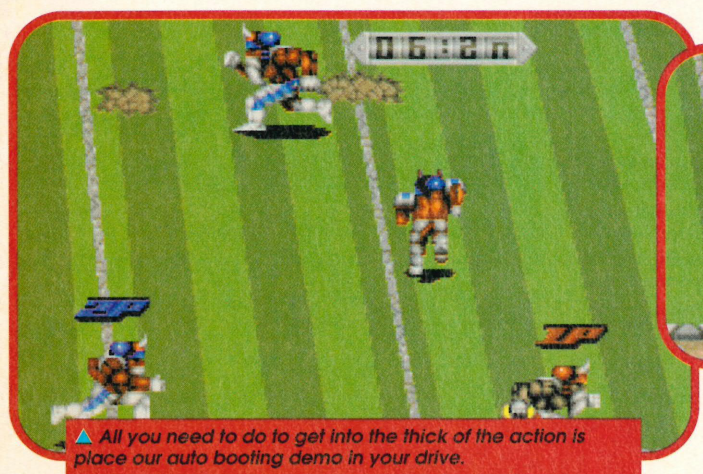
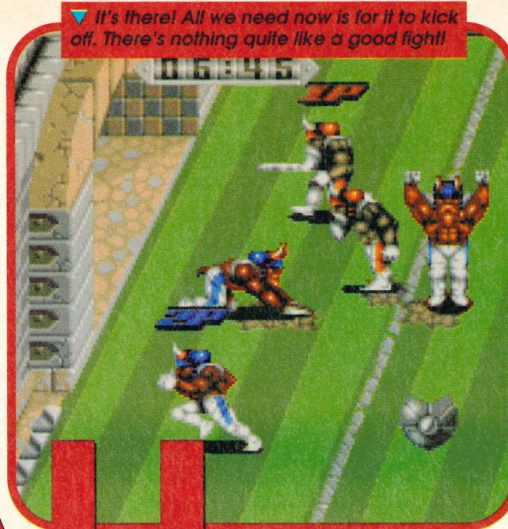


▼ The details in Cannon Fodder are classic Sensible Software. Small and beautifully formed.



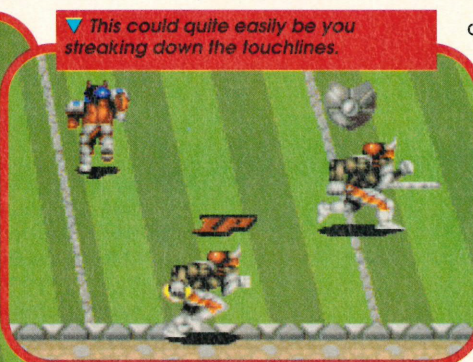
# BRUTAL SPORTS FOOTBALL

▼ It's there! All we need now is for it to kick off. There's nothing quite like a good fight!



▲ All you need to do to get into the thick of the action is place our auto booting demo in your drive.

▼ This could quite easily be you streaking down the touchlines.



action, in a hotly contested game between yourselves and the feared Vikings.

Once the teams have taken to the field you will be in total control using the joystick. The controls are very simple. The joystick directions correspond to the movement of your players on the screen, so therefore, push left and

your player moves left, right and he moves right.

A quick tap of the fire button will send the ball hurling off in the direction you're facing, be it aiming at the goal or a teammate. A longer press of the button will lead to your player kicking the ball in the direction you are facing.

When you are not in possession of the ball, pressing the fire button will cause your player to do one of several things including launching himself headlong at an attacker or stabbing at him with a weapon.

And for those of you unable to comprehend how the simplest set of icons works, here's a dirty great box out to help you out even further! (And to save you writing any more I suspect - Ed).

**Y**ou never know, Brutal Sports Football could well be the way forward for sport. In an ever increasingly aggressive society, many people's thirst for blood sports may well increase and events like this may become commonplace.

You however don't have to wait. You can participate now from the safety of your armchair thanks to our excellent coverdisk demo. To load the demo, place the disk into the drive and the game will autoboot. Once loaded, you will be thrust immediately into the

## Some very useful icons



**GRENADES:** Make your attack go with a bang.



**SHIELD:** Protects player from attack.



**CAULDRON:** Lets you chuck fireballs.



**REPEL:** Shields a player so he can bounce the opposition in touch.



**SWORD:** Gives you a cutting edge attacking opponents.



**TORTOISE:** Slows your players down a bit.



**JOYSTICK REVERSE:** Reverses moves on opponents joystick.



**ICE CUBE:** Freezes opposition.



**RABBIT:** Speeds up your player no end.



**RUNNING BALL:** Ball sprouts legs and follows you.



**POTION:** Renders player invisible for a time.



**FIST:** Increases punching power for a time.



**LIGHTNING:** Strike down the opposition.



**JOYSTICK SWAP:** Swaps joystick control.

BRUTAL SPORTS FOOTBALL  
PUBLISHER: Millennium  
PRICE: \$25.99  
TEL: 0223 844894



# STUDIO WIKI

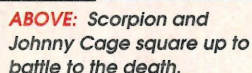
**If a spot of mindless  
destruction is right up  
your alley, we know  
just the place –  
downtown Croydon.  
Mild-mannered Probe  
software reveal all.**

I must have that kind of face – the sort of expression that screams out “Use me!” Here I was in Croydon, a town I knew existed, but never expected to visit, in a taxi outside the train station, trying to make my “northern accent” understood.

Ten minutes, and a suspiciously high amount of left turns later, I stood by the curb, three quid less well off, as the taxi sped away, leaving me to muse how similar my current surroundings were to those when I first arrived.

Probe are situated in a couple of modern buildings about as far away from my point of disembarkment as the confines of Croydon allows. Having been offered, and taken, the obligatory cup of coffee, I was ushered by Mortal Kombat Project Manager Adrian Curry up a flight of stairs, and past two obviously well used arcade machines (any guesses which ones?) for my first real look at Probe's latest projects.

With the massive hype surrounding the console release of *Mortal Kombat*, it seems that nearly everyone has forgotten the fact that the mega beat

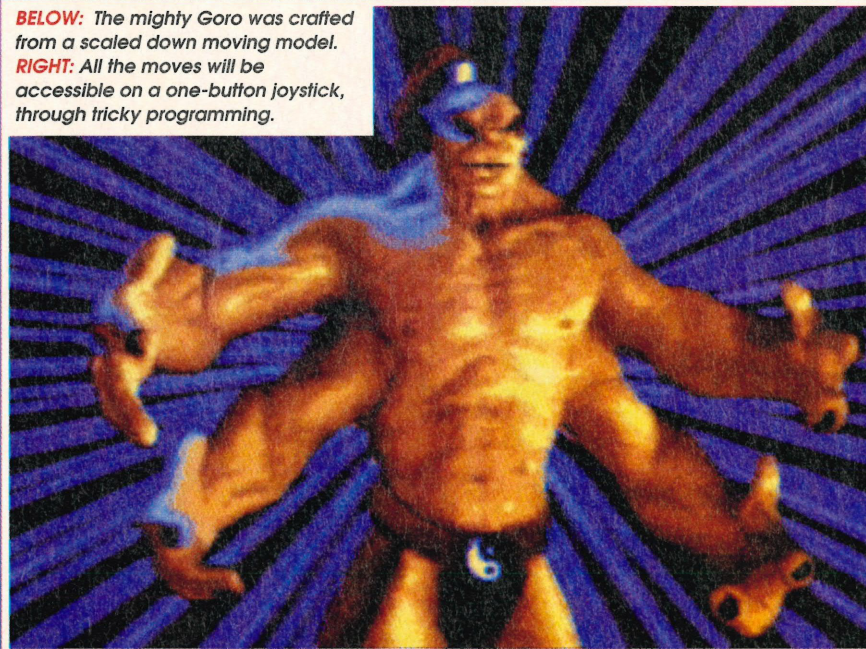


**BELOW:** Scorpion's dead, and Cage switches his fury to the fashionable Raiden.



**BELOW:** The mighty Goro was crafted from a scaled down moving model.

**RIGHT:** All the moves will be accessible on a one-button joystick, through tricky programming.



**"M**  
**It's n**



# T/T2 ARCADE



**ABOVE:** T2 Arcade follows the film and coin-op version as faithfully as possible, including the beginning sequence. The graphics have been touched down but remain impressive.

'em-up is to appear on the Amiga. But appear it will, and Probe are promising that the gameplay will be just as tough as ever.

Development only began in June, and with November release date set (no Mortal Monday for us, y'know), schedules have been tight. Street Fighter II was the fighting biggy last Christmas, and Virgin obviously want a piece of that "selling like hot cakes" action.

Any game that's got the backing of Ice T must either be extremely violent or have lots of gratuitous swearing in it, as the rapper seldom shows a talent for anything else. "They couldn't have picked a more appropriate star to endorse the product, having the machine in his own home," enthused Adrian. "The mere picture of Ice T sums up every aspect of Mortal Kombat... hard, well hard."

Personally I tend to disagree with Adrian's summation of the sometime thespian "homey", but can find no argument against the game itself, because it really does look smart.

No-one has ever marketed Mortal Kombat as a gentle product – in fact gentlemanly Japanese giants Nintendo insisted there be no blood in the SNES version – the one format that Probe didn't program for. But does Adrian give credence to the purist opinion that games of this type serve little other purpose than to warp the minds of youngsters, and turn them into tomorrow's gangsters?

"No, never. Mortal Kombat will prove most therapeutic from the stress that everyone suffers in day to day living. It may even help some of those 'potential criminals' you mention, giving them a non-



dangerous vent for any bottled up aggression, which if unreleased could accumulate over a long period of time and reveal itself later on in life in a potentially dangerous manner. It's fantasy. There are people blowing fireballs across the screen. It doesn't happen, it's make-believe."

Now I've played the SNES version, and apart from the lack of blood, it's a damn good game. In fact the Amiga will be hard pushed to come close.

"It's a port from the Genesis," offered Adrian. "We have added extra presentation for the Amiga – full motion video direct from the arcade machine that is not on any other format of the game.

Whenever I do a conversion, I like to make it that bit different from the other formats. It's common for people to own an Amiga and a console, so hopefully for those, it might be a viable purchase on both."

Work is still ongoing regarding the speed of the



Mortal Kombat uses digitised images.  
More than a game... it's a simulation.  
*Adrian Curry, MK Project Manager.*



## ► work in progress

# MORTAL KOMBAT/T2 ARCADE

game, and Adrian said that the speed of SFII is unimpressive. "They are different," he stressed. "Street Fighter II uses cartoon graphics, and Mortal Kombat uses digitised images of real people. MK is much more than a game, it's more of a simulation." Up until recently the team had been worrying

access to all kinds of movies, and there's much more violence in those."

Something which still needs attention is the ending of the game. "With Shang Tsung (major tough guy) morphing into every fighter, and all the fighters appearing on the screen at the same time for the credits, we had two problems", he said. "There was a palette problem straight away, and then there was the memory required to load all the frames of every player in at the same time. Forget disk access to solve this one: that would be far too slow."

In the other corner of the room sits Terry Haynes, Assistant Producer of the little hyped (compared to Mortal Kombat) Terminator 2 Arcade Game. It faithfully adheres to the arcade version, which in turn follows the progress of the

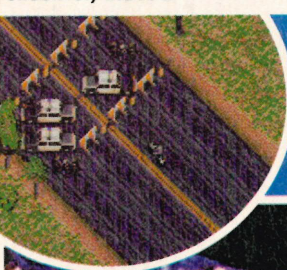
film quite closely. You know the one: Arnie comes back as good guy to save the son of the woman his doppelganger tried so hard to kill, only to meet resistance from an all new Temy in the shape of the T1000, who can change his shape to look like whatever he touches, and... Yeah, well that one.

Unfortunately, the conversion has meant that Terry and the team have had to endure many hours testing out the actual arcade version. For authenticity purposes, you understand. It's a dirty job, but it needs doing...

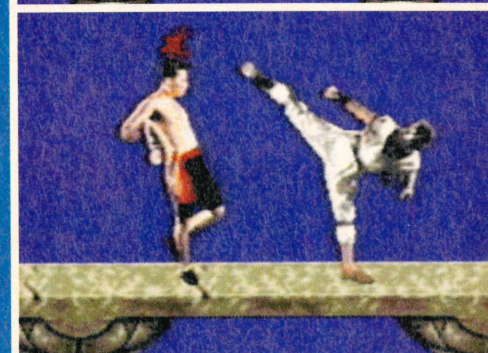
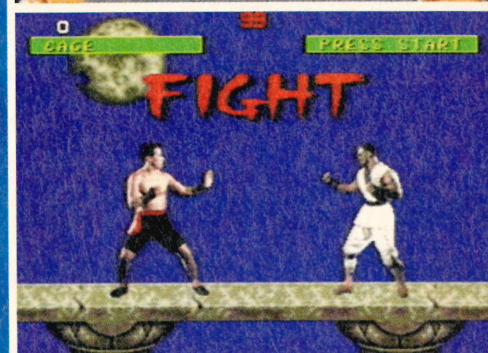
"The graphics have been ported from the arcade," said Terry, "and it's been the job of Terry Ford to touch them down so that they work OK on the Amiga."

It's a two player game throughout, as was the arcade version, and as Terry explained... "In the first few levels you play the 'old' John Connor, as it were, in the future, when the machines have command. It's controlled by mouse, keyboard or joystick, though for the most part the mouse is easier, and you can choose to be either the red or the blue - like left and right in the arcade version. Hopefully there will be an option where both players can use a mouse each. This isn't possible on the PC, but the Amiga set-up makes it easier."

**BELOW:** T2 combines a number of graphics styles very effectively indeed.



**ABOVE:** Compared to the arcade version, speed is impressive.



**TOP:** First off, you need to pick a fighter from the mighty warriors.

**MIDDLE:** Growl at your opponent and tell him his mum's well known down the pub.

**BOTTOM:** When he takes offence, add injury to insult and deal him a chop to the ribs.

As with Mortal Kombat, Allister Brimble is responsible for the sound, and taking into account he has much to live up to in the arcade version, it's excellent. Crisp, loud explosions, sporadic bursts of machine gun fire, sampled speech and realistic-sounding vehicles pack the Amiga's memory to the hilt, which is precisely what Probe expected of a man they took on because of his excellent track record in this field.

"Later in the game," continued Terry, "the player takes the role of Arnie as the T800, protecting 10 year-old John Connor (worst film casting for a 10 year-old I've ever seen, that) against the formidable T1000 in 1991."

Given the limitations of the Amiga, there isn't too much from the arcade version that's had to be sacrificed. One of the levels is set in the Skynet buildings, where, in the film, the resistance's aim was to destroy the files, and Terry admits he would have liked to include the part where the "nasty Temy" rides the bike through the upper storey window and morphs himself through the front of the chopper.

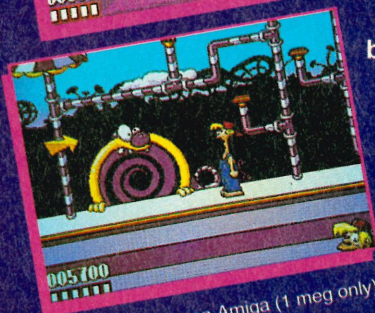
"On the way to Skynet, the level is set in a truck, and this is a kind of link between the future and the present," said Terry. "We've also managed to include the part where the T1000 encounters a few problems with the nitroglycerine."

T2 The Arcade is due around the same time as Mortal Kombat. Expect a review of both of these games very soon.





# BUBBA STIX



Available on Amiga (1 meg only)

Our goofy hero and his friend - an intelligent alien stick - have crash landed on a weird planet after being captured by an alien spacecraft. In order to get back to Earth, Bubba must use his stick in a variety of different ways to solve puzzles, overcome adversaries and foil the comedic attempts of his kidnapper to recapture him in this horizontally scrolling puzzle.

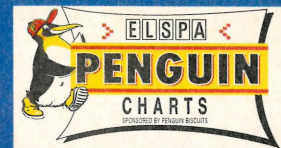


Screen shots taken from Amiga version

**CORE**  
DESIGN LIMITED



# CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	3	<b>CHAMPIONSHIP MANAGER '93</b>	DOMARK	£25.99	SPORTS SIM	78%
2	1	<b>SYNDICATE</b>	ELECTRONIC ARTS	£34.99	STRATEGY	93%
3	11	<b>PREMIER MANAGER</b>	GREMLIN GRAPHICS	£25.99	SPORTS SIM	90%
4	★	<b>DOGFIGHT</b>	MICROPROSE	£34.99	FLIGHT SIM	85%
5	7	<b>SENSIBLE SOCCER 92/93</b>	RENEGADE/MINDSCAPE	£25.99	SPORTS SIM	90%
6	2	<b>GUNSHIP 2000</b>	MICROPROSE	£34.99	FLIGHT SIM	91%
7	★	<b>SOCCER KID</b>	KRISALIS	£29.99	PLATFORM	93%
8	6	<b>GOAL!</b>	VIRGIN	£30.99	SPORTS SIM	88%
9	8	<b>FLASHBACK</b>	US GOLD	£30.99	PLATFORM	92%
10	★	<b>OVERDRIVE</b>	TEAM 17	£25.99	RACING	83%
11	★	<b>SPACE HULK</b>	ELECTRONIC ARTS	£34.99	RPG	
12	5	<b>WORLD CLASS CRICKET</b>	AUDIOGENIC	£29.99	SPORTS SIM	59%
13	9	<b>FORMULA 1 GRAND PRIX</b>	MICROPROSE	£34.99	SPORTS SIM	90%
14	4	<b>DUNE 2</b>	VIRGIN	£30.99	STRATEGY	88%
15	12	<b>BODY BLOWS</b>	TEAM 17	£26.99	BEAT'EM-UP	84%
16	10	<b>DESERT STRIKE</b>	ELECTRONIC ARTS	£29.99	SHOOT'EM-UP	90%
17	20	<b>A-TRAIN</b>	OCEAN	£29.99	STRATEGY	84%
18	★	<b>COMBAT AIR PATROL</b>	PSYGNOSIS	£29.99	FLIGHT SIM	84%
19	★	<b>LOTUS 3: THE ULTIMATE CHALLENGE</b>	GREMLIN GRAPHICS	£25.99	SPORTS SIM	90%
20	14	<b>SPACE LEGENDS</b>	EMPIRE	£29.99	COMPILATION	84%

★ = RE-ENTRY    ★ = NEW ENTRY

**W**ell folks there's a new number one this month in the shape of Domark's Championship Manager '93. Then with Premier Manager leaping eight places this week to number three and Sensible Soccer 92/93 climbing to number five, it's a veritable footballing frenzy at the top of the chart. Also in the top ten are Goal! and the new entry of Soccer kid at number seven. Highest new entry this month is MicroProse's battle of the skies flight sim Dogfight and this could be a possible future number one. As for the rest of the chart it's pretty much as it was, with nothing really making great inroads into the upper reaches. Here's hoping for a bit more excitement next month.



▲ Battle it out in the skies: Fokker against Sopwith; F-18 versus Mig and bicycle battles schoolbus.



# ACTION REVIEWS

## INSIDE...



### THEATRE OF DEATH

Running amok with heavy weaponry has always been good fun. Now you won't get jailed!

**p22**



### URIDIUM 2

Eddie Grant's here in his alien dreadlock. Pardon? Oh, sorry, that's dreadnought.

**p46**

## SUPER LEAGUES

Please please please – give us a chance! We know you don't all agree with our opinions, but please – we're all insecure enough without getting hate mail. Where's that favourite racer, where's that obscure puzzle game. Turn to page 104 and make your eyes go funny.

Horrid death, fast cars, spaceships and medieval women! Ah, Alice Cooper would be proud...



### ALFRED CHICKEN

The voters favourite chicken scores more points here than he ever would at Christchurch.

**p36**



### OVERDRIVE

Heads down, eyes look in, for the racing experience of your sad sad lives.

**p50**

## PLUS

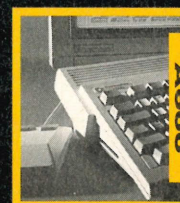
Bob's Bad Day, Turrican 3, Perihelion, Alien 3, Nascar, Donk, Quack, Oscar and more!

## A NEW OUTLOOK!

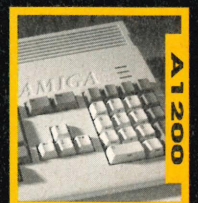
There is no one type of Amiga review anymore. What with CD32 and the A1200 on top of the basic A500/600, we can now be faced with up to three different kinds of product, or three brackets of quality, if you like. Rather than stick in a couple of tedious lines outlining the differences of games on different machines (or lack of), what we'll do, to make things easy, is show the machine we used to review the game, and box out a comment (if applicable) showing differences on other machines. We think you know by now that an Amiga Action review contains everything you need to know about a game, and that any significant factors regarding release across the Amiga machines will be included within those concise, flowing and, er, informative prose. So it's sorted.



CD32



A600



A1200



# ACTION REVIEW ARCADE STRAT



Turn your trusty Amiga into a Def Com terminal and do your bit for Queen, country and undertakers.



# THEATRE OF

## Moon madness



The enemy have nicked your plans for a spacepod and built their own. They can't be allowed to get away with it...

A lunar Skyscraper. Except you can't have a skyscraper on the moon, because there's no sky, of course.

Hey, it's that smart spaceship out of Space 1999! Now there was series with a good theme tune.

In the future, minerals will be mined from the moon to save our own dying planet.

**T**heatre of Death. Now if that's not a smart title for a game I don't know what is, it just sets the scene so well. Obviously there's going to be a sort of theatre and some sort of death taking place. And sure enough, that's precisely what happens.

The basic idea is that your computer has somehow been connected to a Geo-stationary satellite hanging above the virtual landmass that comprises of the Theatre of Death. You must lead a campaign across four different terrains (including the moon) to prove your worth as a military commander and all-purpose death-dealer. Well, that's what the instruction manual says anyway.

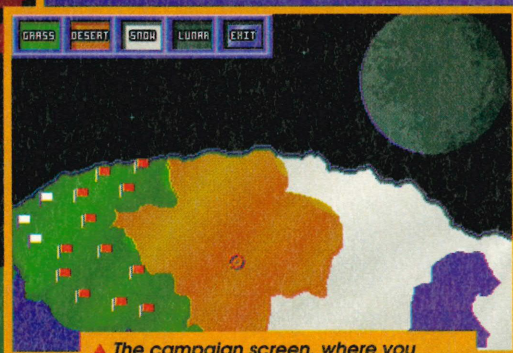
What this means in plain English is that you have to guide loads of little soldiers around lots of big landscapes completing heaps of different missions. These missions vary from the simple "wax all the enemy soldiers" variety, to much more complex tasks like having to infiltrate and destroy enemy bases and saving hostages.

## Stuart Pearce

On the main action screen you control your Rambos, Commandos and Stuart Pearces either individually, or as a platoon by clicking the point on the landscape you want them to stroll over to. The screen scrolls along with the men, but if you want to (and you often will) you can scroll the screen independently of the men by using the cursor keys. This makes it possible to look around the whole landscape and to keep an eye out for approaching enemies or useful places to send your own platoons.

There is also a map screen showing a scaled down version of the full level, and the locations of

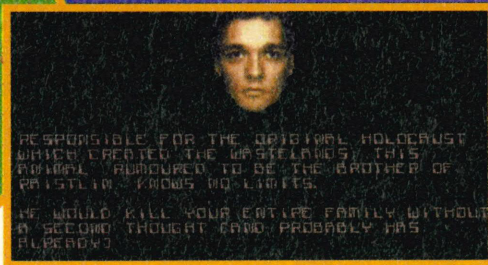




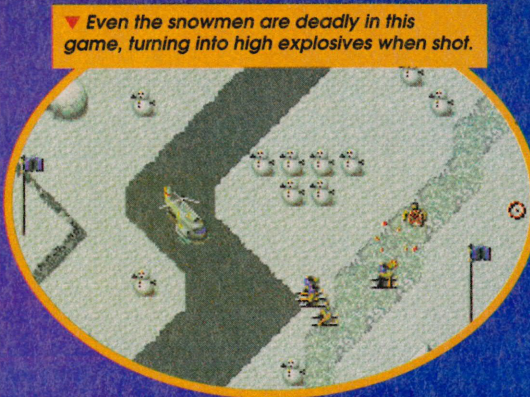
▲ The campaign screen, where you choose missions and chart your progress.



◀ Taking on the enemy with a helicopter greatly improves the odds in your favour.



RESPONSIBLE FOR THE ORIGINAL HOLOCAUST WHICH CREATED THE WASTELANDS, THIS ADAMANT, ARMOURD TO BE THE BROTHER OF PAISLIN, KNOWS NO LIMITS. HE WOULD KILL YOUR ENTIRE FAMILY WITHOUT A SECOND THOUGHT. GAND, PROBABLY HAS ALREADY.



▼ Even the snowmen are deadly in this game, turning into high explosives when shot.



▲ The map screen, where you issue most of the long-term orders for each mission.

# DEATH

everybody and everything on it. This screen is vital for planning mission strategies, while it provides the best way of moving your troops over long distances.

As you usually have considerably more than one soldier at your disposal on each mission, it is obviously impossible to always have direct control over all of them (in fact most of the missions can only be completed by splitting your men into a minimum of two groups). On the map screen however, you can set the general attitude of your troops to attack, defend, patrol, or (call yourself a soldier, yellow-belly?) retreat whenever they run into a hostile situation. Thus your men are perfectly capable of running, hiding, maiming or slaughtering under their own steam.

Well, that's Theatre of Death's basic premise for you. Sounds rather nifty doesn't it? And happily enough the game lives up to its promise.

One of the best things about Theatre has to be the way that its gamestyle effortlessly throws up almost infinite possibilities for different strategies. The large landscapes contain all sorts of features, including helicopter hangars, bunkers, forests and ammo dumps. This makes it possible to finish each mission in many different ways. If you want to get far into Theatre of Death you have to be prepared to thoroughly explore each

landscape and use it to its fullest advantage. For instance, if you're doing a mission where you're heavily outnumbered, it will soon become pretty obvious that the first thing to do is move your troops to a well-protected position, before you start to consider some sort of attacking plan.

All this exploration, planning and reaction-thinking (while constantly having to fend off an increasingly hostile enemy) makes for a deeply involving game in itself, but thanks to the variety of the missions there's more to Theatre than that.

Different missions require completely different methods of approach. Therefore it's generally left up to you to figure out whether to just charge in,

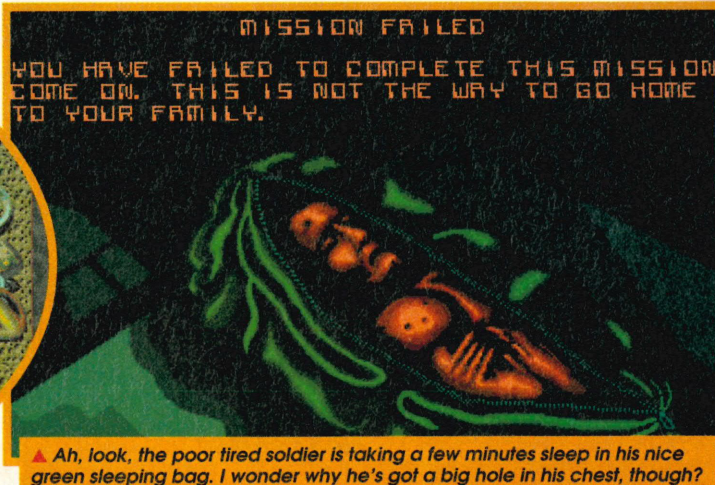
bullets and grenades flying, or to approach cautiously, maybe in small groups, to avoid detection until as late as possible.

The game's programmers have obviously really tried to make their game play as freely as possible. As well as making the scenarios big and the ways of finishing levels numerous, they have also ensured that missions don't have to be accessed in linear order. Although you can only tackle the four different landscapes in order (grass, desert, ice and the moon), you can do the individual missions within each terrain in almost any order you want to. This just makes the game even more addictive. So, if you get totally at your wits end with one mission, you can always have a crack at another. You never feel like you're completely stuck (especially as you only have to finish 10 of the 15 missions on each terrain before moving onto the next).

This is not meant to imply that Theatre of Death is an easy game, it certainly isn't. When you first start playing I guarantee that you'll have absolutely no idea what's going on. If you've chosen the



▼ Space 1999's Eagle transporter gets the once over from some patrolling pods.



▲ Ah, look, the poor tired soldier is taking a few minutes sleep in his nice green sleeping bag. I wonder why he's got a big hole in his chest, though?

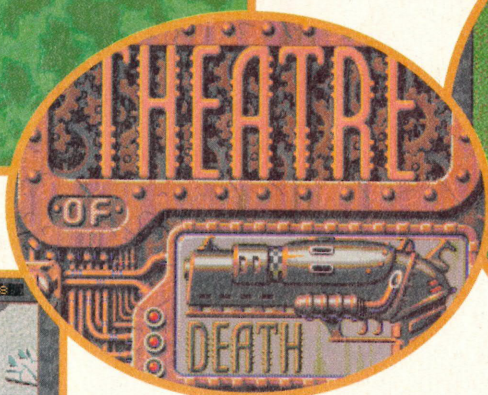




MISSION 1: SLAUGHTER HOUSE  
INTERCEPT THE PLATOON OF ENEMIES AND  
SLAUGHTER AT WILL.  
THEY ARE ALL UNARMED.

▲ Now that's the kind of totally unfair and biased war I like.

▼ When the going gets tough, wipe out the enemy with a well-placed airstrike.



▲ Theatre of Death is not sponsored by either Greenpeace or Friends of the Earth.



mission where all you have to do is wipe out hordes of totally unarmed opponents (now that's the kind of war I'm into, chicken that I am), then you'll probably find you somehow win the level even though you hardly managed to get off a shot yourself. It's your clever little troops that do all the work. Pick one of the others though, and you'll be missile-meat in no time.

## Tricky controls

The whole thing is not made any easier by the rather tricky control system. You use the mouse to move your men around, but if you want to scroll round the landscape independently of your men you have to use the cursor keys. This system gives rise to one of the game's only real problem, simply because it doesn't quite work properly.

Sometimes, (usually just when the action is at its most frenetic) the scrolling seems to get stuck for a moment, often with disastrous results. Also, if you've got a posse of men walking together and you scroll the landscape, some of them vanish off the screen. These men don't seem to keep walking in time with the others and get split off from the main group. Finally, and this is my biggest gripe of all, the combination of having to click with your mouse button and scroll the screen with your cursor keys is a bit too fiddly to be totally effective.

With perseverance the control system, although imperfect, at least

becomes manageable. Now you can really start getting to grips with the game and from this point on you'll be hooked. Wiping out the enemy even when you're vastly outnumbered, calling in an airstrike (I didn't tell you you could do that, did I? Well, you can.) which drops its bombs right on target and rescuing a team from certain death, all bring an enormous sense of achievement. On the other hand every time your misguided efforts end in a massacre of your troops, the sense of failure and a will for revenge 'next time' is just as strong. Basically Theatre of Death really brings the sad, macho, male-bonding side out in you. Completing a mission as your sole surviving soldier successfully waxes the last couple of enemies, will have you whooping and punching the air in a particularly sad fashion - hardly the sort of thing you would like to do in front of friends and certainly not the kind of thing you want to reveal in a magazine.

And on that note I'm just going to shut up before Steve or Paul write anything else about me being a spud. They don't mean it of course, they like me really, it's just jealousy, I had a girlfriend once, I prefer to have a few close friends than lots of casual ones, etc, etc.



▲ An enemy agent takes cover in the middle of a block of lunar skyscrapers.

## THE LOW-DOWN

PUBLISHER: Psygnosis  
CONTACT: 051 709 5755  
TEAM: Dave Anthony  
PRICE: £29.99

S C O R I N G	
GRAPHICS	84%
SOUND	84%
PLAYABILITY	89%
DIFFICULTY	Spot On

It doesn't look very nice, the music is a bit too reminiscent of a military version of Shadow of the Beast and the control system could have been better. But luckily the game is a treat to play, calling for a fine blend of thought and fast reactions. Bags of features, a constant choice of missions and some splendidly OTT death sequences make sure the game never becomes tedious. And there are enough missions to keep most people occupied for ages.

REVIEWED BY: John

## SECOND OPINION

Slickly presented and easy to play, Theatre of Death is another feather in the Psygnosis cap. It's similarities to a certain other game (ahemcannonfodderahem) are undeniable, but it stands up alone.

OPINION BY: Paul

## OVERALL SCORE

# 87%



LIMITED EDITION  
FREE T-SHIRT

"COULD WELL BECOME THE CULT HIT OF 1993"

AMIGA ACTION

LIMITED EDITION  
FREE T-SHIRT

SENSATIONAL SAMPLED SPEECH

TACKLE  
TELEPORTERS  
INTER-ARENA  
TRANSPORTERS  
FLAME THROWERS  
ROCKET LAUNCHERS  
TRAP DOORS  
CONVEYOR BELTS  
ACID AND LAVA PITS  
STEPPING STONES  
LASER DOORS  
SWITCHES  
PRESSURE PADS  
GHOSTS  
GUARDIANS  
COIN MASTERS  
AND  
MANY  
MORE

PACKED TO THE  
BRIM WITH GAME PLAY GOODNESS

# ALLEN ARENAS

"IT'S FAST FURIOUS AND FUNNY"

AMIGA ACTION

"BLOODY MARVELLOUS"

THE ONE

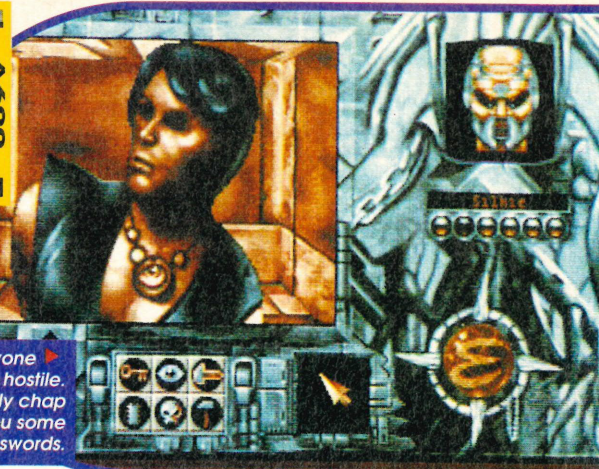
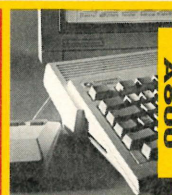
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# ACTION REVIEW ROLE PLAYING

Take charge of six genetically engineered humanoids and save a seedy Cyberpunk world with a funny name.



Not everyone you meet is hostile. This friendly chap gives you some crucial passwords.

The bleak world of Perihelion is in big trouble. A great and evil force has appeared from nowhere and thrown fear, confusion and hatred into the hearts and minds of the whole population. Rioting, looting, robbery and murder are commonplace throughout the cities and a friendly face is almost impossible to find. It is as ancient prophecy foretold: the Unborn God is coming, forcing a doorway into Perihelion's dimension by gathering power from the mind-control of a once fine race.

Even King Rexhelion the 24th (latest in a long line of regal clones) has started to suffer nightmares and hear voices telling of terror and destruction. But because of the prophecy, he is prepared. One of his predecessors genetically engineered a six-strong party of humanoids who could avoid the Unborn God's influence and try and stop his entrance into Perihelion. They had been kept in storage for decades, but now the time has actually come to bring them out...

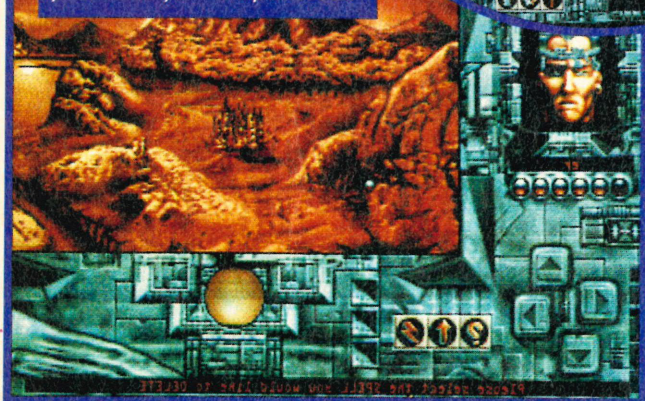
And, naturally enough, it is you who has to guide these six brave, erm, inventions round the towns and citadels of Perihelion to find a way to stop the Unborn God in his tracks. No prizes for guessing we're in role-playing territory here.

But, to be fair, Perihelion isn't by any means a totally standard RPG. The storyline is much more complex than my basic outline suggests and introduces a genuine cyberpunk atmosphere reminiscent of Darkseed but with more depth. The game's presentation reinforces the cyberpunk story superbly, featuring gorgeous dingy metallic graphics and a quite excellent droning industrial

Oil! You just spill my pint! I think another fight is about to begin....



The scrolling map screen where you choose your next port of call.



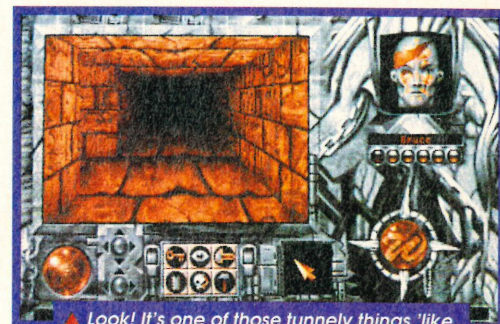
# PERIHELION

soundtrack. The introduction sequence is a fine moody affair which, to coin a good old games-reviewing cliché, 'sets the scene perfectly'.

Before you can embark on your epic task you have to choose your party of adventurers. Of course this is now a stock ingredient of any RPG, but again Perihelion's approach is more complex and in tune with the game's atmosphere than most. You can choose from a wide range of different genetically engineered hybrids; including cyborgs, insectoids and reptilioids, and from a number of different characters within each of these categories. Every person has their own detailed portrait and a vast quantity of physical and mental stats, which for once are more than just window dressing.

Party chosen, it's into the game proper – and unfortunately this is where the disappointment starts to set in. The presentation continues to live up to the

expectations established beforehand, but it soon becomes apparent that user-friendliness was certainly not top of the programmers' priorities. The game plays in the tried and tested Dungeon Master style, except that the movement system inexplicably makes it impossible to step sideways – you can only



Look! It's one of those tunnelly things 'like what you always find in RPG's. Hurrah!

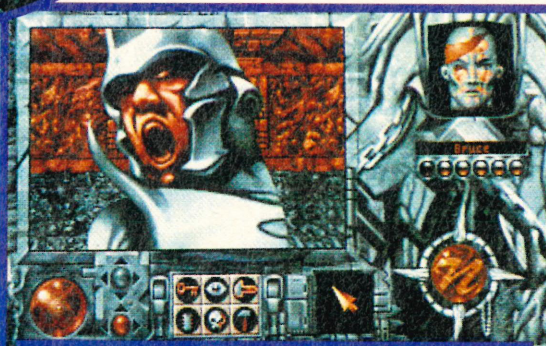
move forwards or backwards. This means that you have to turn to face any location to the side of you before you can move into it, which is a real pain once you have got to know your way round and would rather just get from one place to another as quickly as possible.

## Easy life

Life is not made any easier by the fact that there is very little variety in the many locations. There are none of the little wall-inscriptions or occasional bits of graphical detail you would normally find in games of this type. When you enter an unusual or significant place the only indication you get is a little text message scrolling along the bottom saying something vague like "You are in an area with some strange control panels".

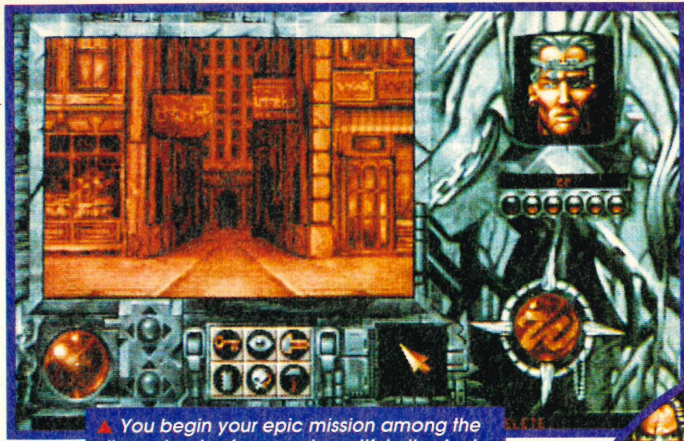
Much more unforgivable is the lack of things to kill (not that I'm a sicko or anything). The programmers have decided to opt for the combat-rounds fighting system seen in games like SSI's Champions of Krynn, which effectively means you have a few big battles rather than a lot of little ones. All this means to me, I'm afraid, is that you spend a lot of time wandering about without really doing very much.

Another problem is that none of the objects you stumble across are



Oops. I seem to have interrupted a gang of robbers during a hefty pillaging session. Fight time again.



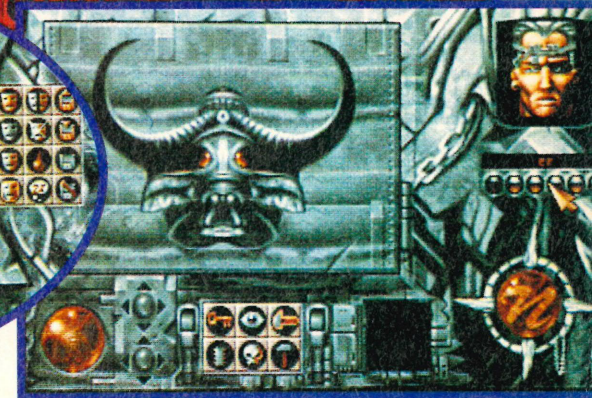


▲ You begin your epic mission among the dingy streets of a once beautiful city. And there's a severe lack of signposts.

Here comes a little kitty kat to have some lunch and it looks like I'm the main course.

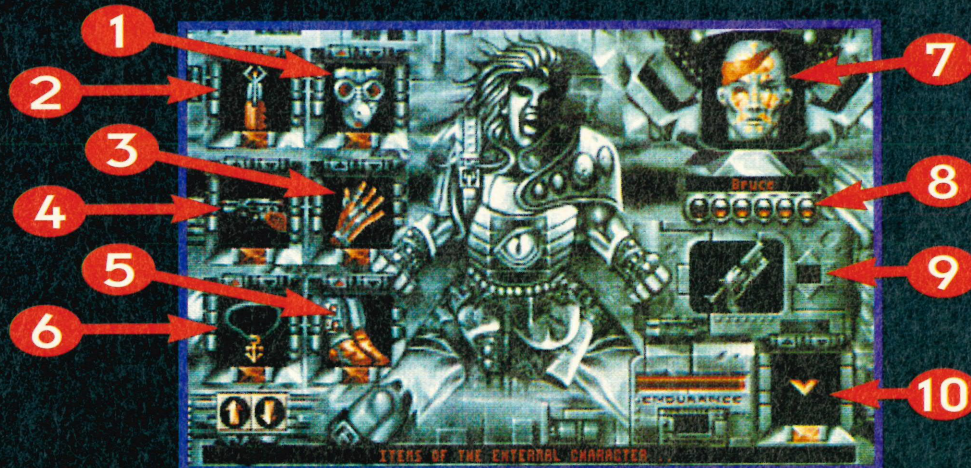


▲ As you can see, your character stats are much more complex than usual.



# ION

## Kitchen sink



1. Here's your head gear. Big fashion mistake.
2. The contents of your backpack pop up here.
3. Anything in your right hand appears here.
4. One of the many weapons at your disposal.
5. Boots. Yup, this is the 'stuff on your feet' box.
6. A royal necklace, proving you're with the King.
7. Your character. Nice face, crap bandana.
8. These buttons call up the other's inventories.
9. Put objects you want to use in here first.
10. This box lets you pick up newly-found objects.

actually shown on the main view screen. Instead you are equipped with an object detection system which flashes to indicate an object is nearby, and sadly this spoils the realistic atmosphere the game tries so hard to create. I think the game really might have benefited from including a few more things to pick up – for me, a large part of the appeal of RPG's like the Eye of the Beholder and Dungeon Master was searching through the wealth of discarded junk strewn liberally around, in the hope of finding a few genuine treasures.

My final niggle about Perihelion though, concerns the computer systems you have to use. These come in two varieties: the main computer networks, where having the right access code lets you uncover a wealth of vital information and the personal data systems, which you use to find out

about your possessions, health and such like. The problem is that you actually have to type your commands into them. A menu system where you could choose a command or response would surely have been much faster and have worked better – especially as it would have avoided the problem of an unforgiving parser.

Well, I seem to have spent most of this review giving Perihelion a bit of a going over, but that wasn't my intention (honest). It features one of the most involving and seminal storylines I've ever come across, a huge level of complexity and depth, and it manages to generate an engrossingly potent atmosphere. I just wanted to let you know why this isn't the classic game it might, or perhaps should have been. Blimey, did that sound self-righteous and pretentious or what!

## THE LOW-DOWN

PUBLISHER: Psygnosis  
CONTACT: 051 709 5755  
TEAM: Morbid Visions  
PRICE: £29.99

S C O R I N G	
GRAPHICS	88%
SOUND	86%
PLAYABILITY	80%
DIFFICULTY	TRICKY

A massive and absorbing RPG with one of the best storylines yet. Top-notch presentation combines with a wealth of detail and an impressive level of complexity to make this into a hardcore RPG player's dream. But a slightly tedious battle system, little variety in the locations and a lack of short-term action to sustain you as you progress towards your long-term goal will probably make Perihelion seem a bit too dull for some of you.

REVIEWED BY: John

## SECOND OPINION

I'm a bit cheesed off with this type of presentation. It's old, and although Pere-, Perhel-, this game is equal to most in its class, a fresh approach is needed.

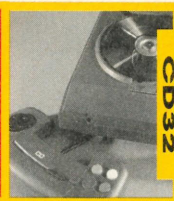
OPINION BY: Paul

OVERALL SCORE  
**84%**



# ACTION REVIEWS

## CD32 SPECIFIC



# PINBALL FANTASIES

Pinball is enjoying a bit of a resurgence of late, and rightly so in my opinion. This is mainly owing to the fact that vast advances in technology have been made since the days of the sixties. Now, tables beyond Roger Daltrey's wildest dreams are available to everyone who might wander into their local arcade.

It just so happens that the Amiga can boast what is without a doubt the finest computerised pinball simulation of all time, namely Pinball Fantasies. Today, owners of that new wonder machine, the CD32 can partake in this strange obsession. Pinball

Fantasies has been revamped and improved to take full advantage of the machines capabilities.

It has to be said that the changes are mostly aesthetic, but there are a few others that enhance what was already stunningly addictive gameplay.

The first thing that you will notice is that the tables have all been completely redrawn. They still have all of the features you remember, and Partyland, Billion Dollar Game Show and the rest are still there. They have also been upgraded to feature a glorious 256 colours, making them a dream to look at, and more importantly, far more realistic.

## Super Sound

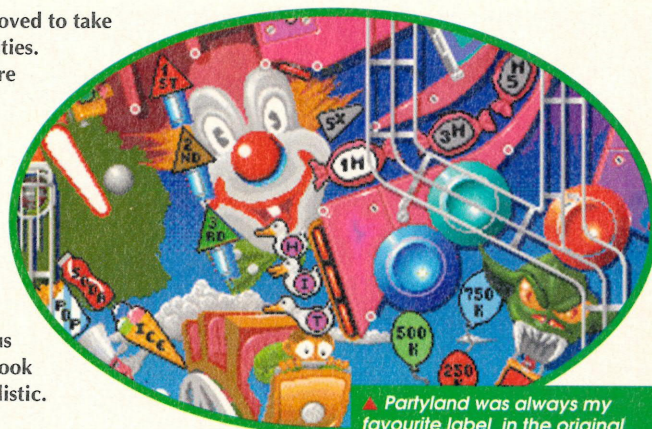
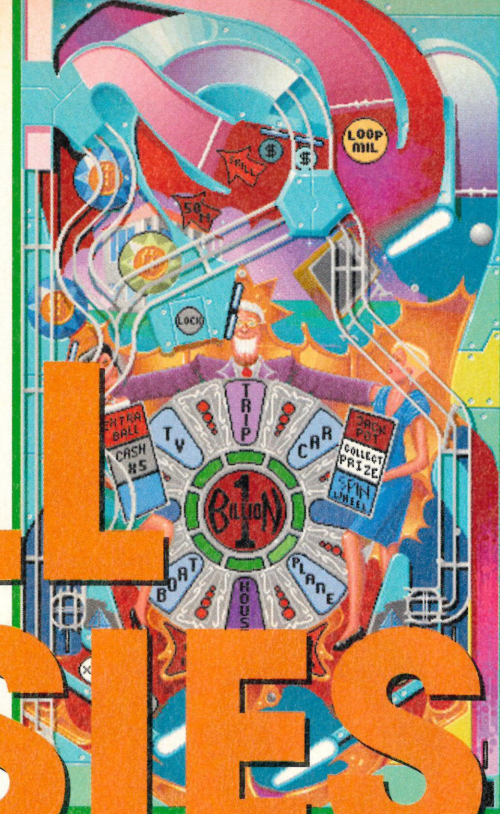
Another enhancement is obviously the sound, what with this being a compact disc and all. The sound effects are now samples straight out of the arcade, and the music does nothing more than add that little extra atmosphere to the whole thing.

My favourite improvement though has to be the control method. Now I don't know if you have seen the CD32 joystick, but if you have, you probably have noticed that it has two flipper like efforts on the top, very similar to the SNES pad.

These are used to control the left and right flippers. This may sound a little strange to you, but just try playing it. The control method comes off spectacularly well, and once

again, brings the product even closer to being the perfect representation of four real pinball tables.

If you are a pinball fan, chances are you will find you don't have enough time, or money for that matter, to satisfy yourself. Real tables sell for a



▲ Partyland was always my favourite label in the original version, and still is on the CD32.

couple of thousand quid. Pinball fantasies goes for the bargain price of under thirty quid, and you get not one but four tables. I'm not saying this is as good as the real thing, because I don't think that it is, but I really don't see how you could get any closer. If you own a CD32 at this early stage, this is the first of what we hope will be many essential purchases for the machine, and you really should have no hesitation in buying it.

## BAT 'N' BALL

PUBLISHER: 21st Century  
CONTACT: 0235 851 5353  
TEAM: Digital Illusions  
PRICE: £29.99

- Far better sound effects and music enhance the atmosphere.
- Redrawn tables look much nicer, and generally more realistic.
- The control system has been completely changed, thanks to the use of the joystick, and is far more playable.
- The game has a better all round feel to it than the standard Amiga version.

# 91%

REVIEWED BY: Steve

▼ Each of the tables from the standard Amiga version has been enhanced for the CD.



▲ The most difficult table is Stones 'n Bones where eerie sound effects have been used to good use.



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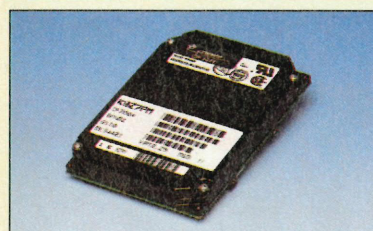
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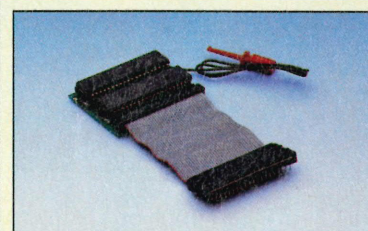
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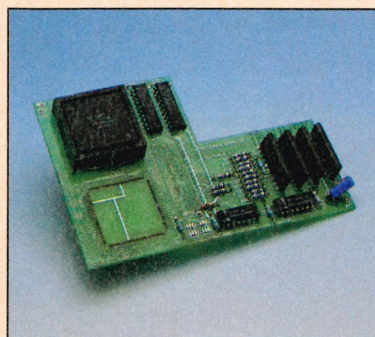
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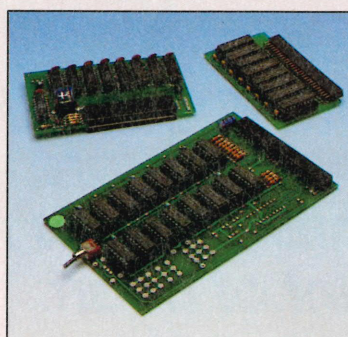
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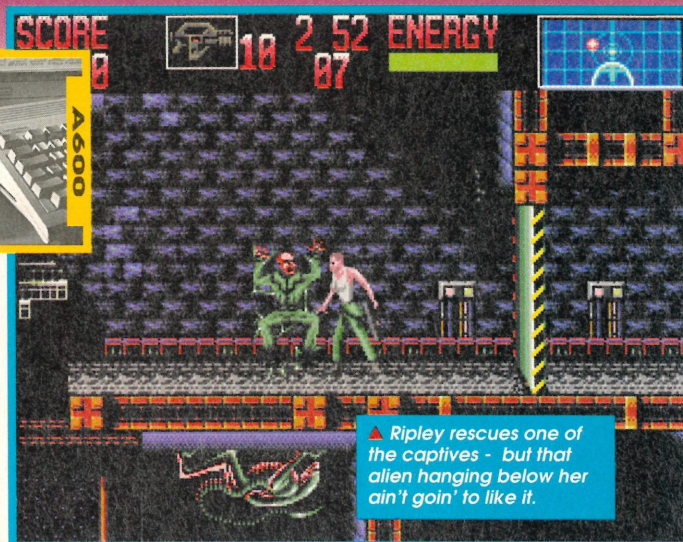
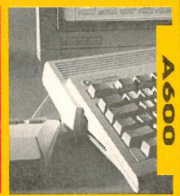
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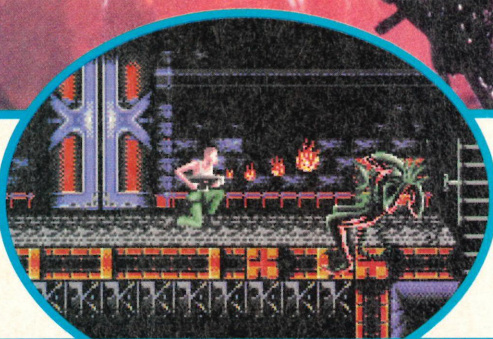
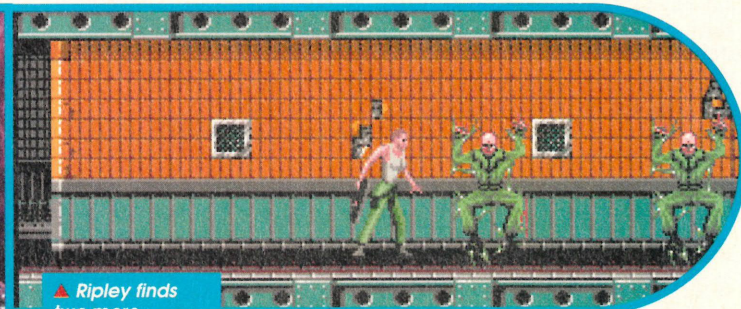


## ACTION REVIEW SHOOT'EM UP

Chest bursters, face-huggers, ultra-fast aliens in severe need of a dentist... This is not one for the faint of heart.



# ALIEN 3



As anyone who loves the first two alien movies must know, Alien 3 is one of the worst films ever. It would be hard to imagine a more dismal way to conclude such a fine series of films. Everything about it is naff, from the use of a largely English cast (Brian Glover, anybody?) to the utterly disastrous decision to change the alien from a lethal and imperturbable killing machine into some sort of nasty rabid dog-type thing.

Alien 3 the computer game, seems to have taken an eternity to hit the Amiga screens, causing a flurry of vague rumours about the possibility of it not being any good, and as a result having to undergo extensive re-working (kind of like the frighteningly accurate rumours which preceded the opening of the film). Well, I don't know the reasons for the delay, but I can now report that the finished game is certainly by no means as bad as the movie was.

In fact it seems as if the programmers noticed the weaknesses of the film's storyline and so they opted to design the game round a plot more reminiscent of the second movie where Ripley and a posse of troops try to find some colonists who've been captured and impregnated by the aliens.

The game is played over a series of large levels featuring ladders, moving platforms, secret passages

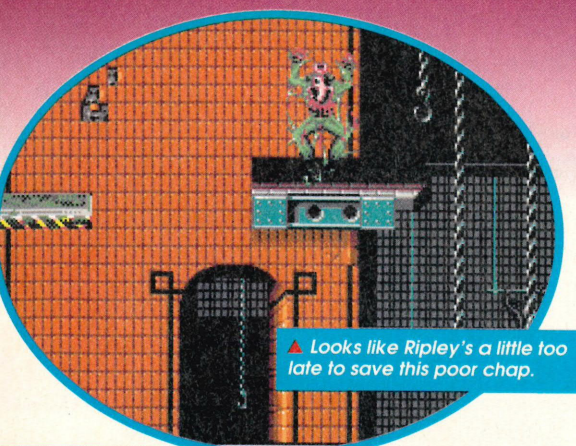
and a vast quantity of aliens. Ripley has to search round each level, avoiding or preferably wasting her extraterrestrial adversaries and trying to locate any poor souls who've had the misfortune to be glued to the wall by alien mucous. Furthermore, she has to find all of them and get off the level within a certain time limit. If she doesn't manage this, the baby aliens growing inside the captured humans burst out of the chests of their still-living hosts. Youch! This game is certainly no Rainbow Islands.

### Chestbuster

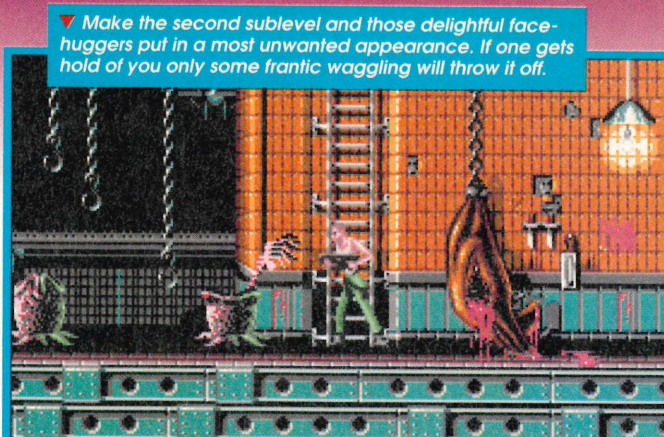
Ripley has four different weapons available to her: grenades, a machine gun, a rocket launcher and a flame thrower, each of which comes into its own in different types of situation. Unfortunately the ammo for these weapons is limited, so on top of everything else she must be careful to waste as few shots as possible and keep her eyes peeled for any more stocks left lying around.

And rest assured, nobody will get very far in this game without a full complement of weaponry. Yes, once again we are in the 'blinkin hard' niche of the games market. The aliens sometimes appear so suddenly and move so fast that it is all but impossible to avoid suffering an energy-reducing bite before you can blast them to pieces. Toughest of all are the total bar-stewards who drop on your head - not even Clint Eastwood would be able to get a round off quick enough to avoid these pesky varmints.

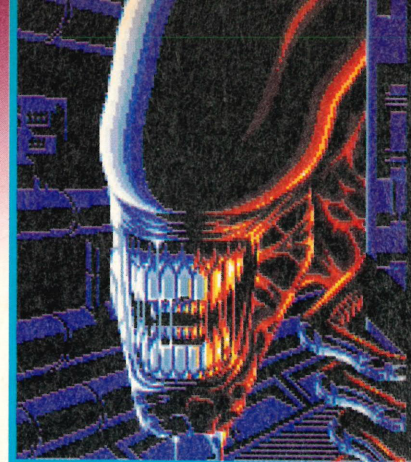




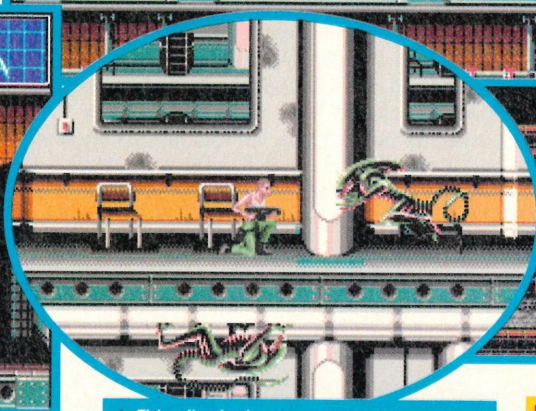
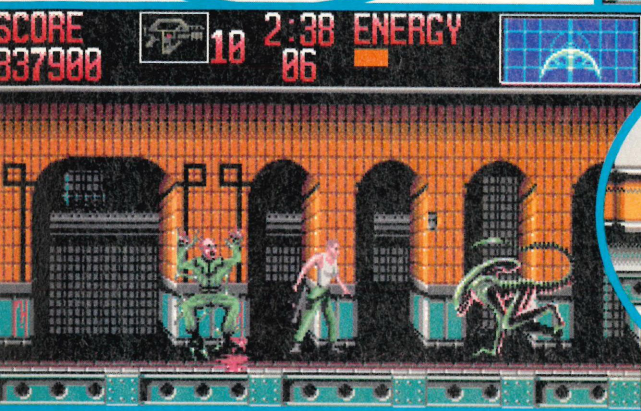
▲ Looks like Ripley's a little too late to save this poor chap.



▼ Make the second sublevel and those delightful face-huggers put in a most unwanted appearance. If one gets hold of you only some frantic waggling will throw it off.



▼ An end of level guardian. Ripley reels as she suffers a close encounter of the halitosis kind.



▲ This alien's days are severely numbered. Serves it right for having a head shaped like a marrow.

## THE LOW-DOWN

PUBLISHER: Virgin  
CONTACT: 081 960 2255  
TEAM: Probe  
PRICE: \$25.99

S C O R I N G	
GRAPHICS	81%
SOUND	74%
PLAYABILITY	81%
DIFFICULTY	VERY HARD

A very tricky game to put a mark to. The graphics vary from poor to fairly good, the sound is barely average and the action slips between being too repetitive and being surprisingly fast and engrossing. Also the control method is a bit awkward at times. Alien 3 certainly won't appeal to the impatient among you, and the need for maps will put off most action freaks. But I'm sure there must be some of you out there who, like me, will really quite like it.

REVIEWED BY: John

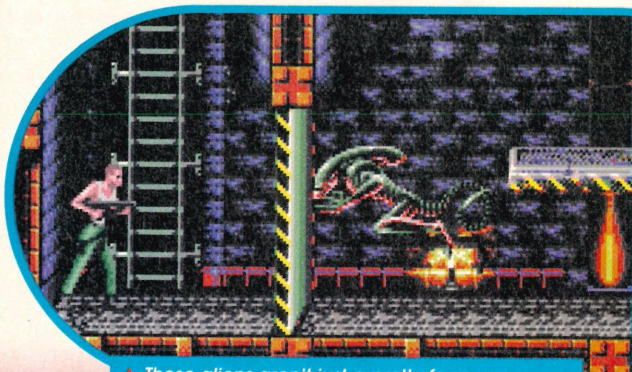
## SECOND OPINION

Average. That's all you can say about Alien 3. It has some very nice features, but the gameplay is just too bland to encourage the player to return very often.

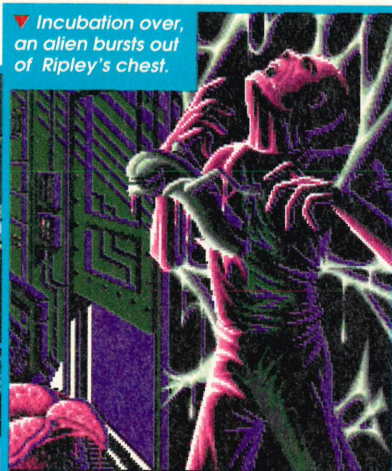
OPINION BY: Steve

## OVERALL SCORE

# 78%



▲ These aliens aren't just a pretty face, you know. They also make smart battering rams.



▼ Incubation over, an alien bursts out of Ripley's chest.

Also some of the levels are very cunningly designed so that you may actually be able to see a trapped human on the screen but be completely unable to get to him from where you are. Add this to the fact that when you run out of lives you have to restart the game right from the beginning (no passwords here, I'm afraid) and you can see you're going to need a pretty good memory to remember where all the captives are each time you play.

In fact this lack of restarts is one of my biggest niggles with the game. There's no doubt that Alien 3 is vast, but constantly having to retread the same old territory does get rather tedious. Initially it looks likely to just extend the game's play-span, but once you start to get far into the later levels, having to do the early ones again really starts to put you off playing all over again, especially as there's so little variety to the action.

First impressions of the game are not really that good. Apart from the big and genuinely unpleasant-looking aliens, the graphics on the first levels are less than inspiring. The sound is similarly disappointing – the spot effects are a bit sparse, and not all that meaty even when they do occur. It's actually better to play with the music on instead of the sound effects, which isn't really the way it should be.

But Alien 3 is by no means a bad game. As I said

earlier, the aliens themselves are nicely done, and they attack frequently and fast enough to keep you right on edge from start to finish. Saving the colonists is sufficiently addictive to keep tempting you back for more. Finding that one remaining captive is also a challenge which is hard to resist, especially when you can sometimes see him on the screen but are not able to get to him from where you're standing. It's not until you've already played the game for a good few hours that the tedium of retreading the early levels begins to sink in.

The game has also got some excellent features. My particular favourites are the face-huggers, aliens which can ram down doors if they know Ripley's behind them and the way the game shows all the unrescued captives dying a hideous death if you don't find them in time. This really does make you determined to try that little bit harder next time.

Finally, the game does include an option to adjust the difficulty level and increase your number of credits – but believe me, you'll still have to put in a good many hours (and maps, probably) to get anywhere near the end.



# ACTION REVIEW PLATFORM

Oscar is a cinema-mad teenager who has the misfortune of looking not unlike an overgrown chipmunk with a punk hairdo from hell. It's not surprising then, that his life hasn't exactly been a bundle of laughs. However one fateful day he suddenly finds himself inexplicably entangled in the plots of not one but seven different movies during a trip to his local multiplex. The only way he can escape from the films and back to reality (why on earth does he want to do that?) is to run round the different movie sets avoiding the local acting talent and collecting Oscars - these Oscars being of the top Hollywood award variety as opposed to small versions of himself.

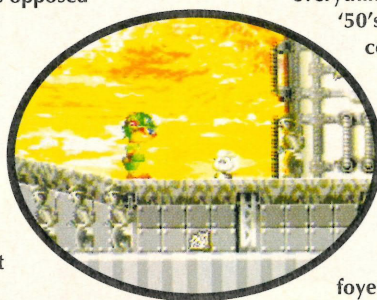
As you may have started to suspect from this dubious storyline, 'Oscar' is a platformer. But not just any platformer; it's the first platformer for the CD32! And what's more, it is evidently hoping to be the Sonic the Hedgehog of the CD32. Sadly, though, it does fall some way short of the mark.

First appearances however, are very promising. The main character is big and well animated, the backgrounds to each of the different movie worlds are strikingly detailed and colourful, and the parallax scrolling works beautifully. It is also quickly apparent that this is a fairly big game - there

are seven different movie screens, each containing three enormous levels of Oscar-collecting action.

Even more impressive, the game is actually quite varied in its locations. Each of the cinema screens is dedicated to a different movie genre (sci-fi, horror, western, war movies, cartoons, gameshows (?) and, inevitably, dinosaur flicks are all present and correct), and a real effort has been made to make the levels appropriate to their respective themes. Thus, for example, on the sci-fi levels you will find yourself under attack from everything from the classic aliens to giant '50's robots and little flying saucers containing those groovy green things out of War of the Worlds. In the gameshow section however you'll have to watch out for manic Dusty Bins and Ted Rogers (obviously this should have been the horror level).

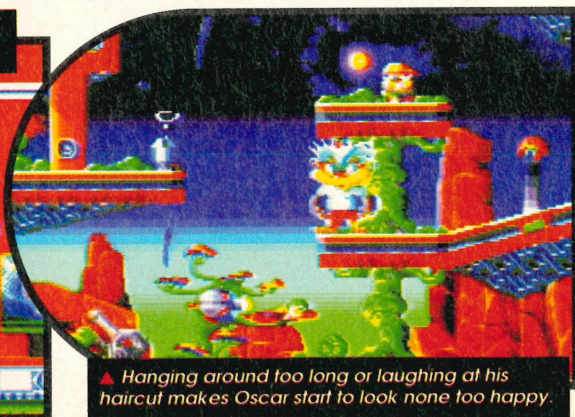
You start each game off in the foyer of the multiplex, from where you can enter one of the different scenarios which takes your fancy. Finishing a level returns you to the foyer again, so you can choose your next level. This makes a nice change from having to complete all the levels in linear order (that's one up on Sonic, at least) and increases the



# OSCAR

*This game officially has nothing whatsoever to do with the dismal Sylvester Stallone film of the same title, in case you were wondering.*

▼ The cinema foyer from where Oscar chooses which movie set to enter next.



▲ Hanging around too long or laughing at his haircut makes Oscar start to look none too happy.



▲ Oscar teeters on the edge as a decidedly smiley T-Rex saunters casually by.

game's immediate appeal no end.

But enough of the good stuff; let's get down to the griping. Well, in a minute anyway. First I'm afraid it is necessary to say that my judgement of the game may have been hampered by the enormous frustration engendered by the dismal joypads Commodore have bundled with their CD32 pack. Getting diagonals is almost impossible to do with any consistency, and since you have to use diagonals to make Oscar jump, this detracts from your enjoyment of the game. I wouldn't mind dying regularly if it was my own error that caused it (well, I might mind a bit I s'pose), but when at least half

## THE LOW-DOWN

PUBLISHER: Flair  
CONTACT: 0661 860260  
TEAM: In House  
PRICE: See Steve's opinion!

S C O R I N G	
GRAPHICS	80%
SOUND	79%
PLAYABILITY	73%
DIFFICULTY	AVERAGE

**B**ig, bright, colourful, and packed with more sound effects than you could throw a Take That album at (assuming you've got one, that is), Oscar certainly makes a favourable immediate impact. Sadly, though, the play area is too restrictive and the controls too finicky to put it up there with the Zool's and (ahem) Sonics of this world. And in spite of some nice animations, I didn't quite 'dig' the central character enough either. Not bad, not good.

REVIEWED BY: John

## SECOND OPINION

It would not be unfair to say that Oscar is Trolls with a new main sprite. It's alright though. Oh, and it comes free with the CD32 machine by the way.

OPINION BY: Steve

## OVERALL SCORE

# 75%



▼ H.R. Geiger's terrifying aliens get the Oscar treatment. Bless 'em.



your deaths are caused by the uselessness of the joystick you tend to get a bit annoyed (somebody get a decent joystick or pad out quick, for Commodore's sake!).

Still, Oscar is not to be blamed for Commodore's mistakes, so I'll get back to what I'm supposed to be writing about without further ado. If I can remember where I was, that is... Ah, yes, gripes. Well, Oscar's biggest fault has to be that the screen is too cluttered. Our hero is just too big and the platforms are simply too numerous and chunky to make for the long-leaping, super-somersaulting speed fest a truly successful Sonic imitator should boast. Check out Robocod or Zool 2 (when it finally gets released!) to see how it can be done.

Another big no-no is the way you can sometimes die by falling off the bottom of the screen. This game is certainly tough enough with just the bad-guys to deal with - instant death down endless and often unforeseeable drops is frustrating overkill.

The final big downer (there are a few other minor ones) is the awkwardness of the control system when you're trying to get your hairy cinephile to swing about on his yo-yo. There just has to be a simpler way of getting this to work. Perhaps letting you use another joystick button could have helped; there are six of them after all, so it seems a shame to waste five of them.

Oh, hang on, our arts man Rog wants me to add something before I sign off. What's that, again Rog? Ah, it reminds you too much of Trolls on the standard Amiga does it? Right, I'll be sure to pass that on. Hmmm, I wonder if he knows the same people made both games?

It's on to the Western level. "John Wayne is big leggy", apparently.

▼ You see those slaughtered people in The Texas Chainsaw Massacre? That's you, that is.



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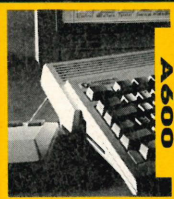
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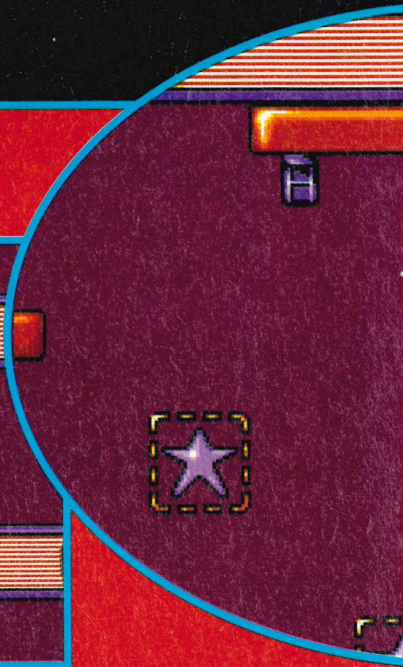
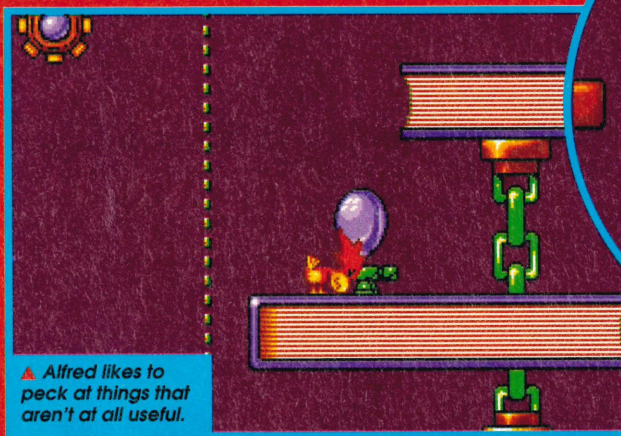
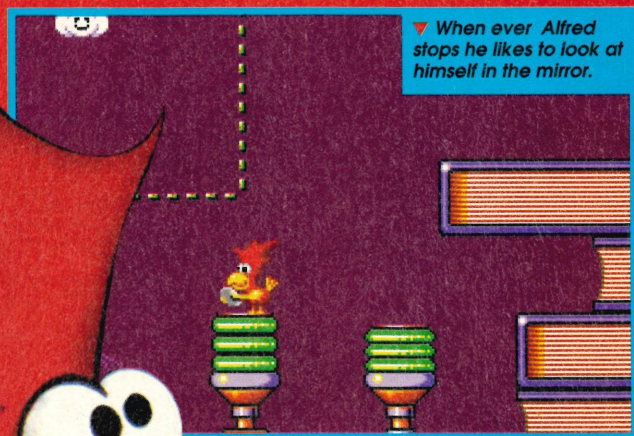
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Amiga 600



▲ By nose diving on top of this mouse Alfred will wipe him out forever.

# ALFRED CHICKEN



*Join Alfred, the globe-trotting computer megastar, as he finally makes his long awaited appearance on your Amiga.*

**A**lfred's a bit like cheese. Just stop for a moment and try and get your head around that concept. Got it yet? I didn't think so. No, I have typed it in correctly, it should read like that. You may as well give up, you'll never work it out. I haven't after a couple of months.

This is one of the slogans that Mindscape have been using to promote what could become the biggest cult computer game character of all time, Alfred Chicken. We posed the same question to James Morris, Mindscape's public relations supremo when he visited our offices in sunny Macclesfield. His reply was, "I don't know". Typical. After what seems like endless hours of pondering on that very

question, it now turns out to be nothing more than a publicity stunt. Thanks a lot Mindscape.

Actually, that is just one of a number of examples of how well the character has been marketed from the beginning. I mean, how many times can you honestly say that you have given a game you have never even seen more than five minutes thought? Not very often I'll bet!

It's not just the slogan though. At the recent European Computer Trade Show, Alfred was there for the full three days, wandering around meeting journalists and generally getting himself well known.

Also, never let it be said that everyone's favourite fowl is one to let a good photo opportunity

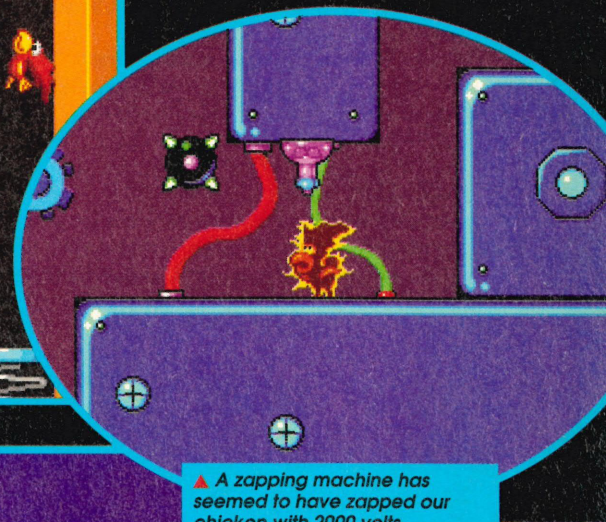




◀ When our chicken jumps up in the air he sometimes finds that he has to flap around a bit to get himself back on the ground.



▼ By using one of the many springs in the game Alfred is able to soar up into the skies.



▲ A zapping machine has seemed to have zapped our chicken with 2000 volts.

▼ It's back to learning the alphabet for Alfred as he finds himself in Baby World.



pass by. Our feathered friend has been touring the famous landmarks with a top class model tucked under his wing, on photo call after photo call.

Perhaps the best example though, was a master stroke of marketing. I mean how many computer game characters can honestly say that they have had a crack at politics. Yes, that's right, Alfred Chicken has actually stood for Parliament! I can honestly say that I have never seen a more ridiculous sight, than a seven foot, red and yellow chicken standing on a stage, waving amid a group of stuffy politicians while the returning officer in a by-election announces the result on national television. Mad.

What's even worse is he got around twenty votes! Now, maybe it's just me, but that strikes me as completely bizarre. Then again, everything about the whole Alfred Chicken phenomenon is a little on the loopy side, and to be honest, nothing that comes next will surprise me.

## Artful Alfred!

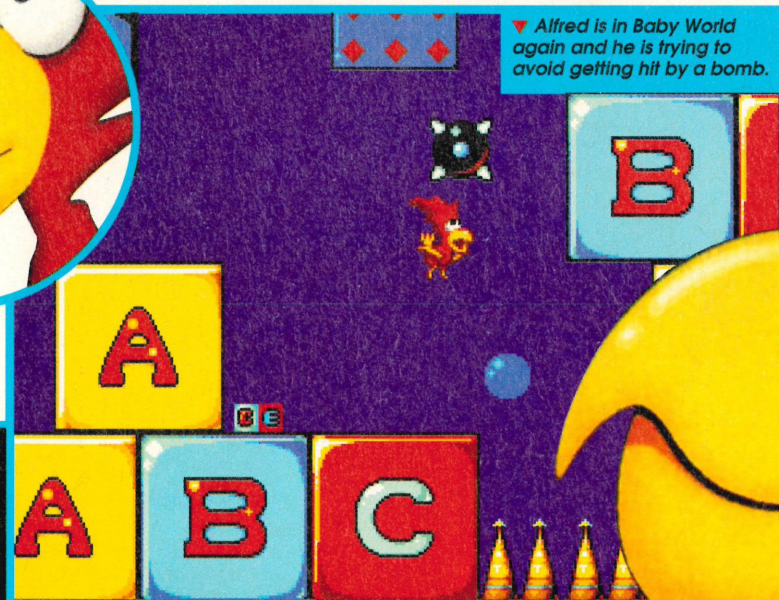
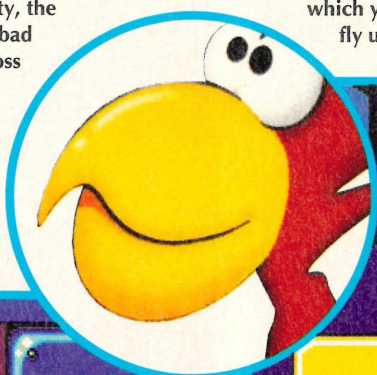
Well now, after all the publicity, the game is here, and it's not half bad either. I have yet to come across anyone who has played the game and failed to laugh. The character is so unusual, not to mention comical, that it will have to bring a smile to even the stoniest face.

As Alfred you must cluck

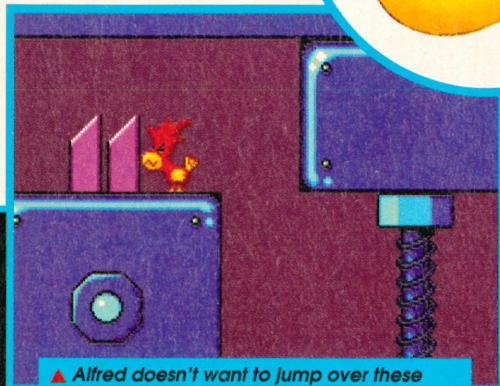
your way through numerous levels, including cheese, wood, book, glass and baby worlds, negotiating your way to the exits, avoiding the many objects and enemies that are just out to turn Alfred into a Sunday lunch. Each one becomes progressively more difficult, and believe me, they do get very difficult indeed!

At times it seems like everyone and everything is out to get you, but with practise you can learn to turn things around to your advantage. At first the most frustrating element of the game is the way in which you must kill your enemies. You must fly up to a great height and pull down on

your joystick. This will send Alfred into a spiralling dive. If you manage to land on one of your enemies they will feel the sharp end of your beak and will be pecked to death. This method may be similar to many other platformers, ie Robocod and Sonic, but when Alfred Chicken does it, it just looks so in character that it will always raise a smile. Unfortunately this is very difficult to get the hang of at first and much of the time you will find yourself landing next to, instead of on top of



▼ Alfred is in Baby World again and he is trying to avoid getting hit by a bomb.



▲ Alfred doesn't want to jump over these bollards so he has decided to peck at them.



your foe. This in itself is not too much of a problem. But it takes Alfred a couple of seconds to recover and very often this leads to you taking a hit because you simply cannot get out of the way.

It is not all doom and gloom though. With practise you do get the hang of things and can quite easily despatch your enemies with little or no trouble at all.

## Flying chickens!

Another problem I discovered at first was control over the character in the air. Because Alfred is a hero of the winged variety, he can of course flap to slow his descent. Very often, as a result of this, I found myself drifting too far and missing my objective. Once again though, this was my problem and not the fault of the game, and after a while I had become accustomed to the controls and was flying about as if I'd been a chicken all my life.

In my opinion, the different levels are one of the best aspects of the game. They vary wildly from one to another and you never know what to expect next.

The difficulty curve is also pitched at just the right level. Newcomers will find the early levels simple enough to allow them time to get used to the unusual controls, but as soon as they have got the hang of things the task becomes much much tougher, adding a tremendous amount of lastability to the game. Much of the time when a game is as difficult as this, people will become turned off by the lack of progress, but with Alfred Chicken there really is something that drives you on to see what comes next. I know that is a claim thrown around

about a lot of products but this one really does possess this quality.

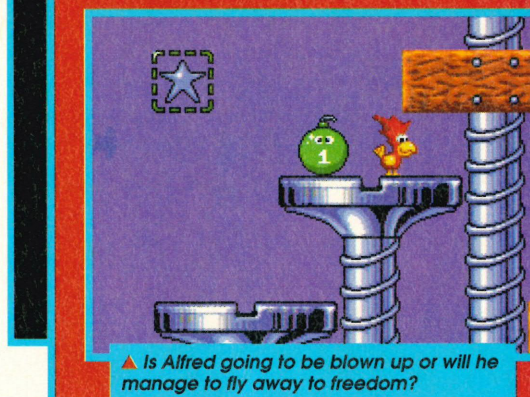
I will make no bones about the fact that Alfred Chicken is my favourite computer related character at the moment, for the simple reason that he has been so well marketed. His performance at the ECTS was a show stopper, and standing for parliament was just amazing as far as I'm concerned, but this doesn't affect my opinion on the game.

Overall Alfred Chicken is a much better than average platformer. The graphics are excellent, although the backdrops are a little sparse, and the tunes do a lot to enhance the atmosphere. One small gripe is with the sound effects. There is so much scope for sampled effects to have been used at opportune moments, yet for some reason they have been omitted completely, which is a bit of a wasted opportunity. Still the game plays well, and

that's all that really matters in the end when the novelty of flashy graphics has worn off, so we're OK on that score.

I can't help feeling though, that with such a fantastic character to work around, a little more could have been done with the product.

Let's hope that this isn't the last we see of him, he is far too good a character to waste, and could quite easily flap his way into computer game legend.



## THE LOW-DOWN

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CONTACT: 0444 246333  
TEAM: In House  
PRICE: \$25.99

S C O R I N G	
GRAPHICS	72%
SOUND	63%
CLUCKABILITY	74%
DIFFICULTY	Variable

What a top character! Unfortunately the game will have to be something pretty special to live up to its expectations. Although it is a damn fine game it is just not as good as I had wished. As I said in the review it is to be hoped that we see more of Alfred in the future because there is a lot of potential there. I enjoyed playing Alfred Chicken, but I just couldn't get away from that ever so slight feeling of disappointment.

REVIEWED BY: Steve

## SECOND OPINION

An eggsasperating game for someone like myself who found that every time Alfred flew around the screen he ended up getting bombed. An absolute must for CHICKS !!!

OPINION BY: Karen

## OVERALL SCORE

# 74%



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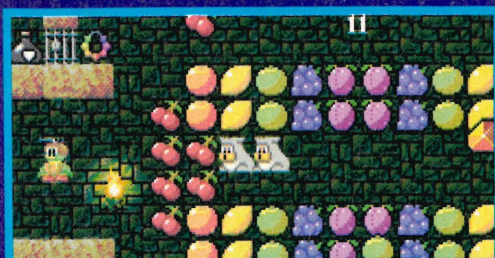
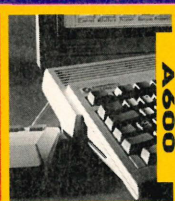
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AA51



# ACTION REVIEW PLATFORM



▲ Oddly, your duck can only fly with a helicopter on his head. I've got one word for you: 'Orville'.



▼ In two-player mode you can jump on each others heads! Wild, huh?



▲ This duck appears to have forgotten that he's supposed to fly South for the winter.



▲ The guardians at the end of the first level. Pretty damn frightening, I think you'll agree.

Grab a couple of joysticks and a mate and get ready for more ducks than even the English cricket team could flap a bat at.

# QWAK

"Games this good rarely need a story and this one is no different," boasts the blurb with Qwak. Well that may or may not be true, but it sure makes a good excuse for not writing what would certainly be a typically tired storyline. So, Team 17 deserve much, if you will, 'respekt' for that. It also saves me the job of filling you in on the background to the game, so I'll just get right on with the review shall I? Yes.

Qwak, then. Well, as you can no doubt tell from the screenshots this is a platform puzzler in the classic Bubble Bobble style, featuring all the gems; fruit bonuses, cute bad-guys and simple gameplay we've come to expect from this much-loved genre. And a very nice little game it is too, especially with its budget first-time release price.

The basic idea is that you guide a duck around each of the game's one-screen levels collecting all the gold keys so you can go through the door to the next level. Naturally this is never as easy as it sounds. Some keys can only be got at by solving a puzzle or two, and your progress is hampered throughout by the affectionate but unwanted attentions of masses of little furry critters.

Luckily your heroic duck is armed to the beak with a whole batch of lethal ovular projectiles – in other words chuckable eggs – and you can pick up potions which give them all sorts of short-term special abilities like flying (erm, I thought ducks

could do that anyway) or invincibility.

Although not much to look at, Qwak plays like a dream, especially in two-player mode. The ducks move beautifully, there's bags of space to leap around in, the levels get progressively harder at just the right rate, there are loads of bonuses to get, and most importantly, the game gives you plenty of opportunity for screaming your head off at either yourself or your mate, depending on who's smaller.

Qwak doesn't exactly push back the barriers of computer programming, but that doesn't stop it from being infuriatingly good fun. And just look at the price! There are plenty of games around which make a far bigger hole in your pocket without giving you anywhere near as much for your money.

Please note that this time I haven't even 'cracked' any sad yolks about eggs or ducks!



▲ Can't see your duck, eh? Well, you see that roasted bird in the top right corner...

## THE LOW-DOWN

PUBLISHER: Team 17  
CONTACT: 0924 291867  
TEAM: In House  
PRICE: £12.99

S C O R I N G	
GRAPHICS	75%
SOUND	76%
PLAYABILITY	83%
DIFFICULTY	Spot On

Instantly playable, beautifully simple, maddeningly addictive, and packed with features. Qwak is a fine addition to the ranks of the cutesy platformer. The two-player mode works brilliantly, especially the special sections where you can either race against each other, help each other out or just smack each other with eggs. And then there's that price... Not the greatest game of the month, but certainly a treat for anyone who's a bit strapped for cash.

REVIEWED BY: John

## SECOND OPINION

A bit too childish for my liking, still you can't deny it's fun for a while. It's a bit of a step back in time to the days when games consisted of more than just fancy graphics.

OPINION BY: Steve

## OVERALL SCORE

# 79%



# ACTION REVIEW SHOOT'EM UP



Those big nobs at Renegade, certainly know how to make money. Check out the latest to make shoot'em-up history!



▲ Powering up your weapons should be your top priority when you begin to play.

# TURRICAN

Now I'm not professing to know who published the first two games in this series, in fact, I'm more than willing to admit that I don't have the first idea which software house was really responsible, but I definitely know one thing, it wasn't Renegade.

To be honest, if it wasn't for their name, I can't see myself giving this more than a passing glance, but as far as I'm concerned, Renegade is a company synonymous with high quality software, and just that reason alone was enough to stir up my interest to a healthy level.

Not being the biggest shoot'em-up fan in the world, I missed out completely on both Turrigan and Turrigan 2. Actually, that may not be quite true. I think I may have played that console effort in which someone or other released Turrigan 2, but gave it a name from a film in an attempt to get a few more sales, but I can't be entirely sure.

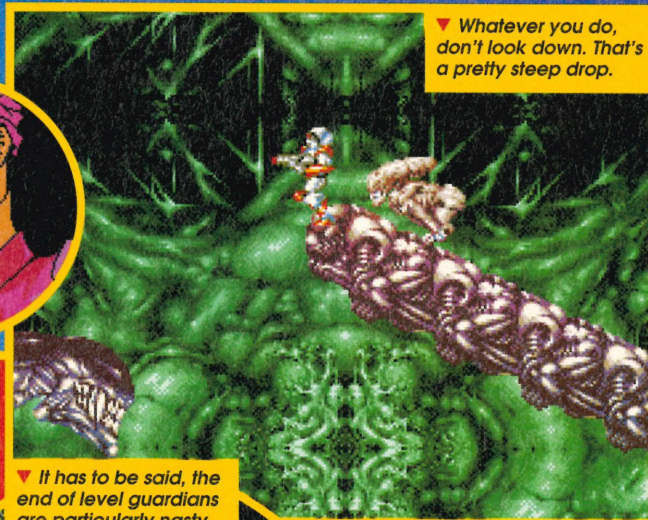
Anyway, that's beside the point. Turrigan 3 then. As always, storyline is completely irrelevant in this type of game, but it's always nice to have one, and tradition demands that I inform you of what it is.

## Two much Turrigan?

Apparently, eons have passed since mankind last heard of the machine. But now, after many generations enjoying freedom and peace in the galaxy, the dark forces have assembled again. In a major sweep of terror, the machine destroys dozens of planets and enslaves hundreds of peaceful people. Their cries are heard throughout the furthest reaches of the

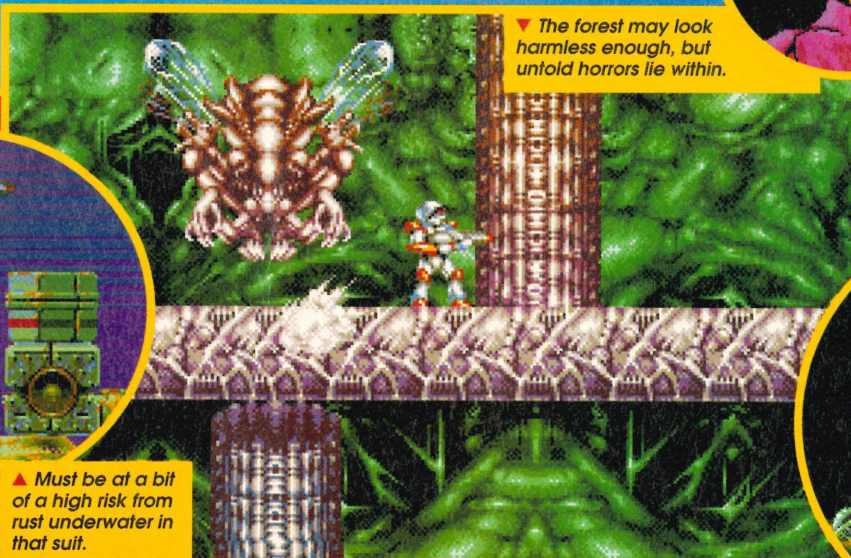
galaxy. Only one force is left which can rescue the lost souls, and they are the oh so brave fighters of the USS Freedom Forces. They are led by Bren McGuire and their sole purpose is to fight for the innocent. As Bren receives the last heart rending message from a young and beautiful girl crying in despair, he slips into his assault suit.

You are Bren McGuire, a lone warrior against the evil hordes of the machine, and you must face



▼ Whatever you do, don't look down. That's a pretty steep drop.

▼ It has to be said, the end of level guardians are particularly nasty.



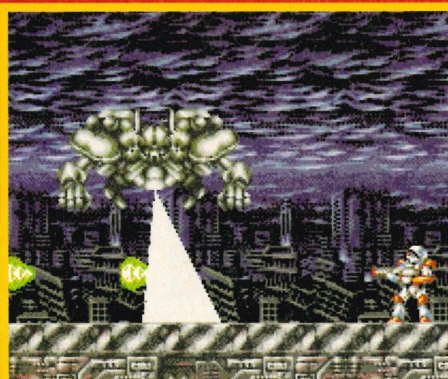
▼ The forest may look harmless enough, but untold horrors lie within.

▲ Must be at a bit of a high risk from rust underwater in that suit.





▼ You'd better move quick, or that could give you a giant headache.



▲ The legendary Turricon enters stage right, to a roar of applause.

▼ Check out this bizarre xenomorph/robotic monster hybrid. You've got to be tough as nails to beat it!



# N 3

the ultimate challenge, beginning the moment you step off the ship.

Although I have never actually got round to playing a Turricon game, I have seen other people playing them, and it has to be said, this does look remarkably similar to those games gone by. I cannot testify as to whether it plays the same, but if it does, then it is certainly my loss for having never indulged myself before.

Turricon 3 is an arcade game through and through. Very little thought needs to go into playing the game at all, and normally, this would annoy me to such an extent that I would lose interest completely. With Turricon 3 this is not the case. Although I say very little thought is needed, there are occasions when you do need to engage your brain to figure out certain problems, such as how to get across to a platform, or which way to go to reach the exit. There is just enough of this type of thing to keep both camps happy. Action fiends will not find anything too taxing in the thought

department to put them off, and people who prefer to think a little should just about be able to cope with the uneven blend of strategy and action.

Let me give you a quote on Turricon 3, from Julian Eggebrecht of game developer Factor 5. Remember, he had a hand in developing the game, so this isn't an entirely objective view, but to be honest, I can't really find anything to argue with.

"This is our biggest project to date. We have invested two years into its development to stretch the Amiga to its limits and create the ultimate action game. It combines technical wizardry with 100% playability and supports all Amiga models to the maximum. We are especially pleased with the Dolby SurroundSound (the first time ever on an Amiga game) that has been produced by Chris Hulsbeck. The game also features 2.5 megabytes on one disk, realtime 3D zooming and rotation, 50 frames parallax multiple speed scrolling, an amazingly fast loading system, it runs on all Amiga's (including the 512k models) and an awful lot more!"

## Three, two, one - no?

Phew! Now, we see this kind of proud boast about almost every game that comes into the office. Naturally, the game's developer is going to want to impress upon us just how good his or her game is compared to the others on the market. Much of the time these claims are a touch on the exaggerated side, but occasionally, a game comes along that lives up to its own hype, and Turricon 3 is just such a game.

Renegade are not building it up to

be something it's not by coming up with wild claims about the game's features, they are just letting the product itself do the work. I said right at the very beginning that I was a little surprised when I found out that Renegade were publishing this title in Europe. Now, having played the game for quite some time, I can see that it has turned out to be a very shrewd move to say the least.

## THE LOW-DOWN

PUBLISHER: Renegade  
CONTACT: 071 481 9214  
TEAM: Factor 5  
PRICE: £25.99

S C O R I N G	
GRAPHICS	78%
SOUND	87%
PLAYABILITY	85%
DIFFICULTY	Variable

This type of game is never going to get an exceptional score from me. As far as I'm concerned it is far too limiting to ever have any real lasting appeal. However, Turricon 3 will do better than most. It is unusual for a game like this to hold my attention for more than a couple of minutes. Blastar did it last month, and now Turricon 3 has done it again. I can't find a major fault with this game. If I were you, I would still check out Blastar first though.

REVIEWED BY: Steve

SECOND OPINION  
I've always been a big fan of both Turricon 1 & 2, but this third part makes its predecessors look plain average. A huge and action-packed blaster worth another 7 or 8 percent in my opinion.  
OPINION BY: John

OVERALL SCORE  
**81%**



# ACTION REVIEW RACING



▲ Get close enough to one of your opponents and you can read his details on his car. But only a fool ignores the three second rule.

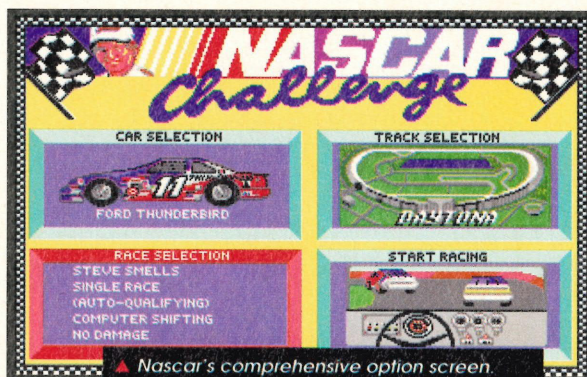
## BILL ELLIOTT'S NASCAR CHALLENGE

**E**ver eager to try and be a bit educational as well as witty, perceptive and generally rather fab (and even more eager to use up space). Amiga Action is very proud to begin this review by explaining just who Mr Elliott is, and why Nascar is so different to any other car-racing extravaganza. Ready? Right, here goes then.

Well, Nascar stands for the National Association for Stock Car Auto Racing and has become an American institution thanks to its high speeds and spectacular crashes. And, perhaps not too surprisingly, 'our' Bill is apparently Nascar's greatest hero. Awesome Bill from Dawsonville as he is affectionately known was voted most popular driver for five consecutive years, probably because he won a lot. So there you go. If there are any of you out there who, like Steve, already knew that, then all I can say is "get a life" (only joking).

There's the background for you then, so let's now move swiftly on to the game itself. Is it the all-action, ultrafast, hyperdangerous humdinger of a racer we might reasonably expect? Is it heck.

As soon as you get a glimpse of the primitive and



▲ Nascar's comprehensive option screen. Notice the driver's name (chuckle).

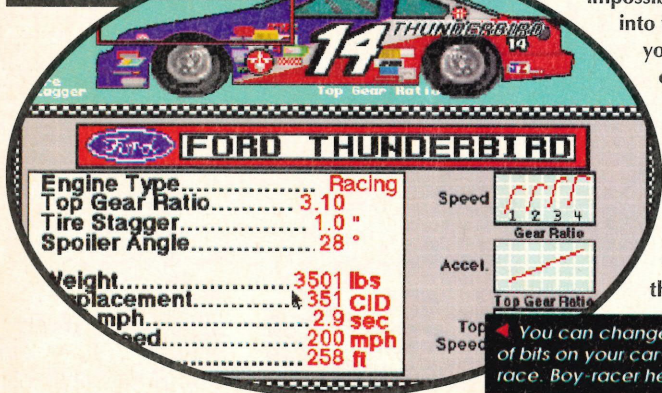
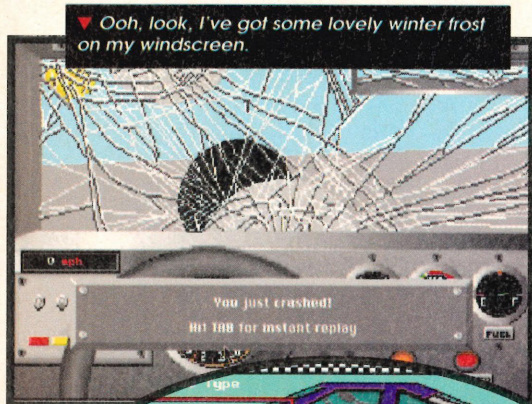
really rather sad loading sequence (a Commodore 64-standard car bursting through the title page. Yeuch!!), you prepare yourself for the worst. And, after ploughing through various course and car selection screens (no doubt car-freaks will relish the chance to adjust their spoilers and stuff, but I couldn't be bothered) it's into a race where it seems your worst fears may well be realised.

Nascar looks pretty dreadful. The main view window is particularly small and is also horrendously dull. You are overwhelmed by a hugely depressing swamp of dingy grey and blue, only slightly relieved by the occasional appearance of a few far-from-impressive cars. Maybe this would be more tolerable if the game actually played very fast, but instead it feels like you're crawling round the track at a Skoda's pace - erm, not that I've ever been in a Skoda, you understand. I'm just guessing.

### Crash dummy

As well as being sluggish, Nascar is also spoilt by some extremely dodgy collision detection. This applies to crashes both with other competitors and with the wall running round the edge of the tracks. When you first start playing it seems almost impossible to get round a corner without running into the wall. It's only when you realise that you don't have to look as if you are very close to the wall in order to hit it that you start to improve.

Nascar is not all bad. You can participate in a full Nascar season, which adds a lot of depth to the game. There are also some neat features, like the multi-camera replay system (great to watch your favourite crashes) and the way the driver's names can be seen when you get up close to their bumpers. Nascar not only fails to add anything to an aging genre, it takes it back a few steps.



Don't know Bill Elliott from Adam? Don't know your Nascar from your Indy 500? Join the club, mate.

### THE LOW-DOWN

PUBLISHER: GameTek  
CONTACT: 0753 553 445  
TEAM: Konami  
PRICE: £14.99

S C O R I N G	
GRAPHICS	69%
SOUND	65%
PLAYABILITY	68%
DIFFICULTY	TRICKY

**N**ascar is by no means as dire as it first appears, but nevertheless it can hardly be recommended even at its budget price. The game plays far too slowly to give anything close to a feeling of being in supposedly the most dangerous racing experience ever. There's nothing here that hasn't already been done better before, and no one but the most desperate racing game fanatic will get many laughs from accepting Bill's challenge.

REVIEWED BY: John

### SECOND OPINION

If only it was faster, the number of options and genuine "in control" feel of the product would have made Nascar a real winner. As it is, it's a fair budget buy.

OPINION BY: Paul

### OVERALL SCORE

# 68%



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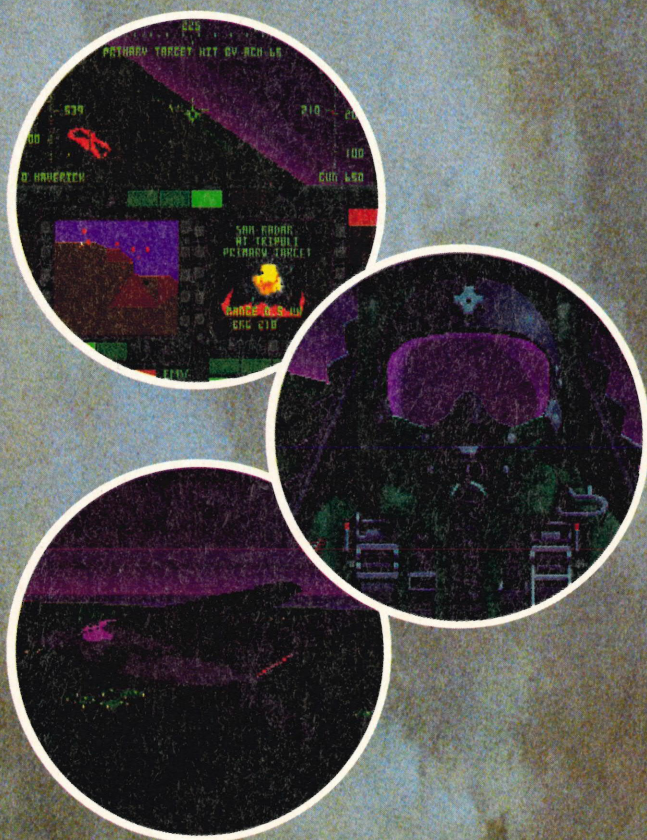
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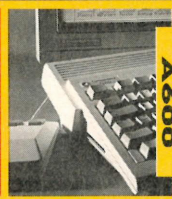
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# ACTION REVIEW SHOOT'EM UP



*The Consumers of Worlds have returned, the Second Eternity of Flame has begun and an old C64 fave is well and truly back.*

# URIDIUM 2

Many moons ago a certain chap by the name of Andrew Braybrook turned more than a few heads with some quality programs for the trusty old Commodore 64. Two of them in particular, *Paradroid* and *Uridium*, deservedly received both enormous critical acclaim and popular support. Braybrook has already overhauled and updated *Paradroid* for the Amiga to fine effect, and now he's got round to doing the same to *Uridium*. Sadly however, this time the results are not quite so impressive as before.

*Uridium 2* follows the *Paradroid* update in being not so much a sequel as a remake.

For those of you too young to have heard of the original, the basic plot is that a particularly

nasty bunch of aliens are using their vast ships to systematically obliterate earth's colony planets to get at the mineral wealth contained inside them. But the only chance of survival for the human race is to send in a tiny Manta class combat vessel to try and destroy them. You, of course, are the nutcase pilot with wotnots of steel, required to take on this seemingly impossible mission.

Your ship has to fly backwards and forwards along the length and breadth of each alien super-vessel (there are 24 in total, getting progressively harder) wiping out alien attack waves and destroying on-ship installations until you've done enough damage to land on the ship's runway and have a crack at blowing up its nuclear power core.

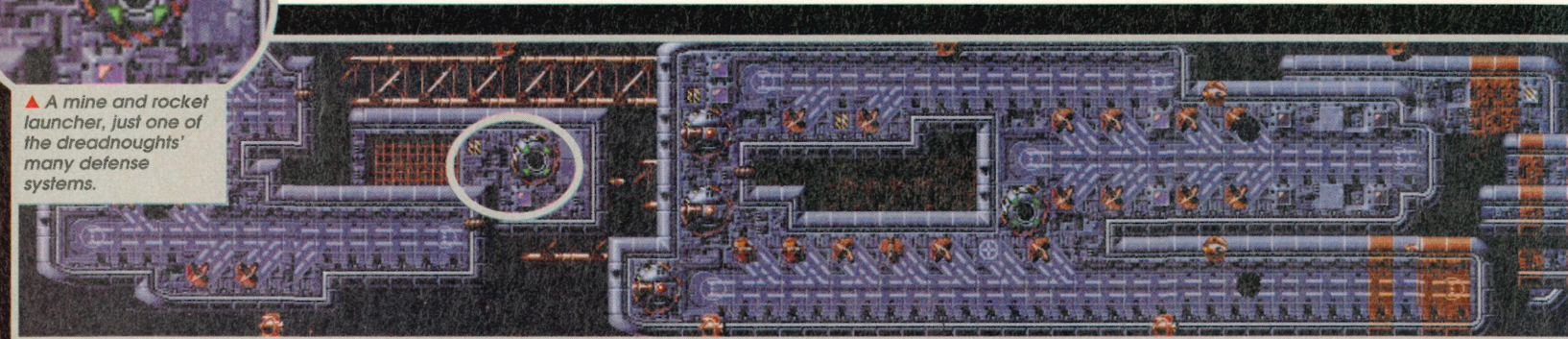
This part of the game is a change from the original. You have to hover in a jet pack and very

fetching radiation-resistant suit flitting from one side of the screen to another trying to sneak well-placed shots through the core's rotating shield system, while parts of the crumbling ship rain down lethally all around you. Destroying the reactor gives you a few moments of bonus-collecting where you can pick up extra points and improved weapons to tackle the next ship with.

The first thing to strike you about *Uridium 2* is how ruddy hard it is. This is undoubtedly one of the meanest and fastest shoot'em-ups I've ever seen. When you're travelling at full speed each alien vessel scrolls along at a frantic pace, making it nigh on impossible to avoid any sudden impassably high walls that might loom up in front of you. You can fly along slowly if you want, but with on-ship launchers chucking out hideously fast homing mines at you,

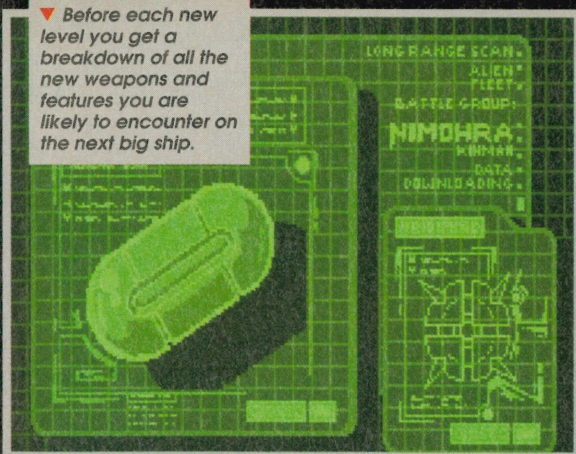


▲ A mine and rocket launcher, just one of the dreadnoughts' many defense systems.





▼ Before each new level you get a breakdown of all the new weapons and features you are likely to encounter on the next big ship.



▼ Dreadnought 9 and I've just been shot. A kind of 'snuff' screenshot, I guess.



not to mention the swarms of alien fighters charging up behind you with guns blaring, such high-velocity travel is often unavoidable.

It doesn't take too long to realise that the only way you're going to survive for long is to use the little radar readout at the bottom of the screen. This shows both the position of any high walls in the near vicinity and the approach of any alien attack waves, giving you a few seconds warning you otherwise would not have. But you've already got so much to keep an eye on on the main play screen that it really is tough to have to watch the radar as well.

## Shilling bit

All this activity certainly gets the adrenaline pumping, while I suspect it may all get a bit much for anyone but the most battle-hardened blasters out there. Your eye-strainingly small ship is only slightly bigger than a new five pence piece, and on some of the more graphically-textured alien ships it can get seriously tricky to differentiate your own ship from those attacking you.

But it is the high walls which really make the game so difficult. Fortunately they don't appear on the first level or two, giving you a chance to get the hang of surviving everything else you're going to have to think about, but when they do arrive you definitely notice.

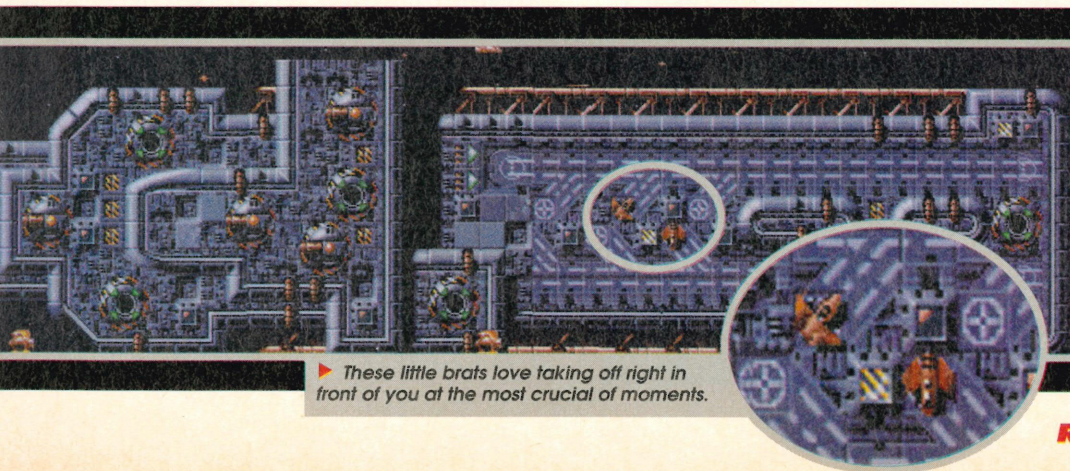
Still, just because a game is difficult it doesn't mean it has to be naff, and thankfully Uridium 2 certainly isn't. While difficult, the challenge isn't impossible - you start hating the really tough levels so much that you find you just have to play until you've finished them. Well, this is how the game affected me, but then I am a particularly sad case after all. (No arguments there mate - Ed).

My main gripe with the actual way the game plays is with the weapon system, especially when

you're using one of the ground-attack weapons. While you're using these you can't use the standard forward-firing guns, making the job of surviving alien attack waves difficult enough to be just plain frustrating. The torpedoes, in particular, are all but impossible to use effectively.

The other main problems with Uridium 2 are mostly presentational. While the metallic graphics of the alien dreadnoughts are in the main pretty excellent, some of the graphic effects, particularly the rather underwhelming weapons, leave a little to be desired. The sound effects and music are similarly adequate rather than great, which is a real pity because if there's one thing I like in a blaster it's meaty explosions and weapon blasts. There, didn't I tell you I was sad? Erm, and although I'm sure that doesn't sound anything like a closing remark I'm going to stop writing anyway because I'm using Paul's computer and he wants it back.

▼ Flick from side to side to blast the ship's reactor, and then embark on a veritable bonus-collecting frenzy. And then chicken out fast before you pop your clogs.



► These little brats love taking off right in front of you at the most crucial of moments.

## THE LOW-DOWN

PUBLISHER: Renegade  
CONTACT: 071 481 9214  
TEAM: Andrew Braybrook  
PRICE: £25.99

## SCORING

GRAPHICS	81%
SOUND	77%
PLAYABILITY	80%
DIFFICULTY	Tricky

Unfortunately Uridium 2 doesn't quite live up to my expectations. It definitely presents a stiff enough challenge to keep the most experienced blast'em-up fan happy, and it does manage to generate quite an atmosphere. If there was a bit more variety to the action this would be smart. But, erm, there isn't. Still well above average, but you'd be better off getting Turricon 3, shamefully underrated by Steve elsewhere in this issue.

REVIEWED BY: John

## SECOND OPINION

Enough of this bickering! I think respect is due to both Renegade shoot'em-ups, although, yes, more varied action would have been a treat. Still excellent, though.

OPINION BY: Paul

## OVERALL SCORE

# 80%



# ACTION REVIEW PLATFORM

# DONK

**Curb those innuendos! The duck has landed.**

**W**e previewed this way back in issue 42 when it was, at the time, masquerading under the name of Dong. The now legendary Huw Melliar-Smith littered the page with innuendos and entendres for the simple reason that the title made it easy to do so. (Fair enough – Ed.)

After DMI's sad demise, Supervision stepped in to take over Dong and The Hidden. Now the game is finally ready to hit the shelves, but not before a few significant changes have taken place. The name for instance, had to go. Also, the main character underwent a complete overhaul. A split screen two player mode was added and the product was generally enhanced all round.

Donk is apparently a duck who has been taught the ways of the Samurai by a kind old man named Spidore, who didn't have the heart to eat him when he was discovered on the banks of a river. Along with these skills he also learnt to use a sword, an egg shell shield and

Blast-em-all-Eggy bombs.

After what seemed like an eternity to the young Donk, he completed his training. Spidore discovers that somewhere in the universe lies the secret to Samurai powers. These magical gems protect the Earth's precious atmosphere and without them the planet would be doomed. So, Spidore leaves Donk behind in an effort to reach the mystical treasure before his arch enemy Eider Down does.

Donk soon grows tired of his solitary existence, fighting imaginary feathery foes and so decides to follow in his tutor's footsteps. This leads him on a never ending migration across the universe, in search of his long lost friend and mentor.

## Bedtime foes

The game consists of seven worlds, each divided up into 15 sub levels, and a fortress where the final battle with the vile Eider Down takes place. The objective behind each level is for Donk to zoom around collecting the gems and avoiding all obstacles. As soon as all of the jewels have been collected the exit is revealed.

As well as the one player game there is also a split screen two player mode, in which you and a friend compete in a flat out race to get to the exit first. This can be great fun, and if I am brutally honest, I prefer it to the one player mode.

I didn't play Donk when it was brought in originally, but I do remember that it didn't exactly cause a tidal wave of excitement. For this reason, I would say that there is no doubt that the product has been vastly improved. The graphics now are much better than average, and the gameplay is highly engaging, certainly enough to keep me playing.

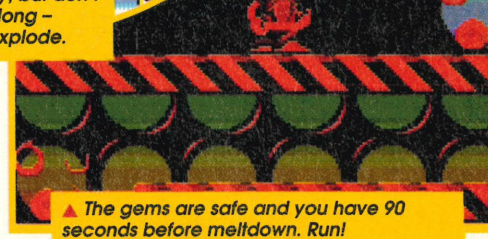
Donk is not a particularly high profile product but it is good. My only gripe would be that it is perhaps a little too simple to justify its £26 price tag, but it's damn good anyway.



▲ The two player mode is fun, if a bit eyestraining when the lights go out.



▲ "Ducking" down is handy, but don't be too long – you'll explode.



▲ The gems are safe and you have 90 seconds before meltdown. Run!

## THE LOW-DOWN

PUBLISHER: Supervision  
CONTACT: 071 702 9391  
TEAM: The Hidden  
PRICE: £26.99

S C O R I N G	
GRAPHICS	79%
SOUND	73%
PLAYABILITY	87%
DIFFICULTY	Spot On

**D**onk is decidedly good fun for everyone, especially in two player mode. If you are looking for something that won't tax your brain too much then Donk is just the thing. As I said, perhaps a little overpriced, but really that shouldn't stop you splashing out your cash. 20 quid would have been more realistic, and unfortunately the price of 26 will probably affect sales, but Donk should, by rights do very well indeed.

REVIEWED BY: Steve

## SECOND OPINION

Ten times better than when it was originally due for release, Donk is 100 and odd levels of good, honest, platform puzzly fun. Not your Lemmings, but different and semi-original.

OPINION BY: Paul

## OVERALL SCORE

# 83%



▼ Collect the jems and find your way to the illusive eggs-It!







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# ACTION REVIEW RACING



*It's been long delayed, but at last Overdrive has arrived. Does it leave the opposition standing at the lights, or stuck in first gear?*

**T**eam 17 have a deserved reputation for producing top quality software. A quick glance at their back catalogue is enough to convince anyone of that. So those whose library contains titles such as Alien Breed, Project X, Superfrog and Assassin are alright by me mate!

Generally, they are not the most prolific software house in the country, but this month they have two, yes, two brand spanking new games on offer – Qwak, which is reviewed elsewhere in this issue and Overdrive, Team 17's second attempt at producing a quality racing game.

The first effort, F17 Challenge, gave most people mixed feelings and on the whole didn't generate the kind of

reactions the boys are used to. Never ones to give up, they're back with a different kind of racing game, this time more

in the mould of the Super Cars games from Gremlin.

The main aim of the game is to get your character up through the league ratings until he achieves the top rank. Only the most skilful of drivers will achieve this, but those who manage it will be in for the race of a lifetime. You will have the opportunity to race against the Demon Driver, and at the end, a prize beyond your wildest dreams. What is it? Well, you'll just have to play through it and find out for yourselves. However the harder the race is, the better the prize you receive.

Before you reach that point you will have to partake in some serious driving against eight of the meanest drivers around. At the start of the game you are given a certain amount of cash so that you can pay to enter each race.

Prior to the race you will also have the chance to qualify and aim for a better position on the grid in three timed laps. As far as I can see, the distance between first, second and third place is so minimal that you may as well not bother. The only real advantage in doing this is that it does give you a little time to become accustomed to the track and to where the bends are. Believe me, this is invaluable when it comes to the later levels.

As you race around the circuits you can pick up various items that will significantly enhance your vehicle, including wheels, spanners and fuel.

# OV

These increase your cars handling and performance, whilst the game will keep track of any modified vehicles during play.

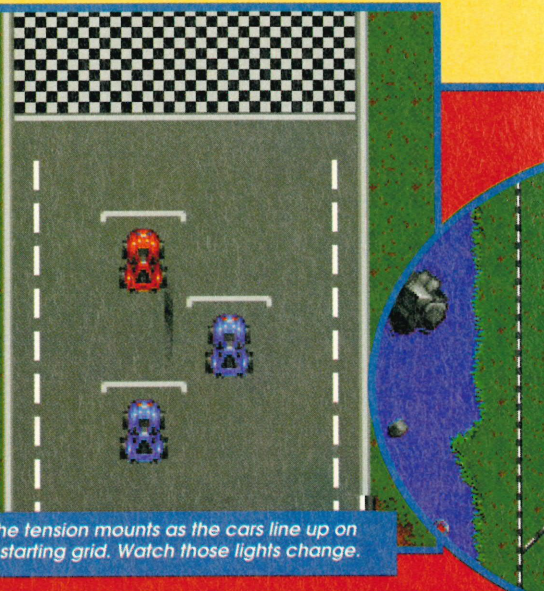
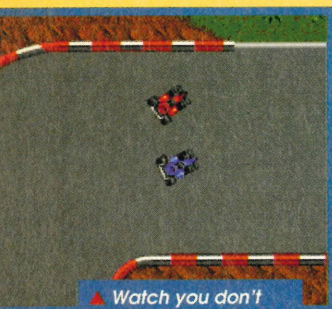
You can drive any one of four different types of vehicle – 4x4's, Buggies, Supersports and Grand Prix cars. Each car is completely different, both in the way it handles and the speed of acceleration, meaning that learning to drive each of the different cars will take some time.

## Cash crisis

You must continue racing until either your cash runs out, or you are last in three different races. In some races though you will need to win to qualify, and in others, most notably the earlier levels you only need avoid coming last to continue.

When you finally enter the Overdrive Race-Off against the Demon Driver it can take place on any one of a number of specially configured demon tracks, so you will find that there are a number of different endings to the game.

When you first begin to play, you will think that





### G.P. CIRCUIT

Slick surface makes your vehicle grip better and enhances acceleration.

▲ Each of the different Overdrive tracks has different characteristics, and will seriously affect both the speed and handling of your vehicle.

▲ The later circuits are far more difficult. It's probably best to get some practise in on them first before you take on any opposition.

# OVERDRIVE

the controls are over responsive and awkward. It seems to be impossible to even do a simple thing like straighten up your car, but once you've spent ten minutes practising on one of the tracks, things will begin to come naturally and you'll soon be whizzing around like your average, everyday speed demon.

At first I really didn't like Overdrive at all, but once I had given it a chance, I began to get into it. There is a good chance that this would be in the running for the coveted title of Steve's Favourite Racing Game if it wasn't for one flaw, the disk accessing is truly horrendous. It seems to take about four and a half days before anything happens when you try and start a race, and the delay when you finish is not much better. A hard drive install program would not have gone amiss here but for some reason it has

### ICE CIRCUIT

Racing around these snowy wastes can be very hazardous!

Maximum control required

▲ On the Ice circuits your grip will be reduced meaning that you will need greater control. (Well who'd have guessed? - Ed.)

been left out. Admittedly it wouldn't please everybody, but at least some of the people would be probably be appeased.

This is a real shame, because as with Body Blows before it, for me this takes a great deal of the edge off an excellent game.

▼ You've just managed to nose in front. You'd better hope you can stay there though.

▲ (This review was presented in association with Steve's Bland Caption Company, Plc - Ed.)

## THE LOW-DOWN

PUBLISHER: Team 17  
CONTACT: 0924 291867  
TEAM: In House  
PRICE: \$25.99

### SCORING

GRAPHICS	87%
SOUND	71%
PLAYABILITY	84%
DIFFICULTY	Spot On

Without doubt Overdrive is an outstanding racing game. Fast action, variation and excitement are the key ingredients for a game of this type and Overdrive is literally overflowing with them. Why then, has it been spoiled by the horrendous disk accessing times. Surely, it can't have been impossible to speed things up quite considerably, but for some reason this hasn't happened. Still, if you can put up with it, this is an excellent game.

REVIEWED BY: Steve

### SECOND OPINION

I thought the accessing was to save the disk swapping, but anyway, Overdrive is a simply excellent racing game - one of the best around - and needs checking out.

OPINION BY: Paul

### OVERALL SCORE

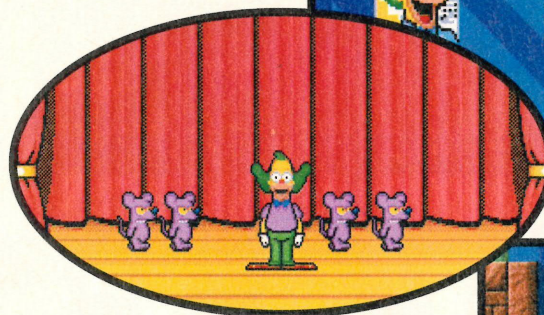
# 83%



# ACTION REVIEW PUZZLE



*Step into Krusty's house of fun and prepare to do battle with some vile vermin.*



▲ Without your help, Krusty would have absolutely no chance of banishing the rats.

# KRUSTY'S FUN HOUSE

This must be one of the most delayed games ever. I remember previewing this from an Acclaim demo disk a good six months ago, and to be honest, it doesn't look to have changed much in that time. That's not necessarily a bad thing though, so don't go jumping to the wrong conclusions. Even in those early days, this looked a highly polished product, and now, following a few little tweaks here and there Virgin have got an absolutely storming platform/puzzle game on their hands.

Krusty, the ever so slightly sinister Springfield kid's favourite in the Simpsons television series, has had his house infested by pesky rats. Obviously, he is not prepared to put up with this, so you must help him banish the rodents from Krusty Kastle before people start complaining. (yes I did make up the Krusty Kastle bit, because I don't know what his abode is actually entitled, if indeed it has one.)

Krusty is not entirely alone in his quest though. To aid him he has his number one fan and lifelong Krusty Klub member, Bartholomew J. Simpson who mans the feared Krusty Krusher into which the blindly stupid rats must be lured.

That's basically it as far as the story goes. Your role is to guide the green haired loon



▲ The various levels in Krusty's house of fun are divided by long corridors. Who knows what awaits behind each one.

around, solving the problem of how to get the rats into the Krusher. This is achieved by utilising various objects, mainly blocks that are lying around.

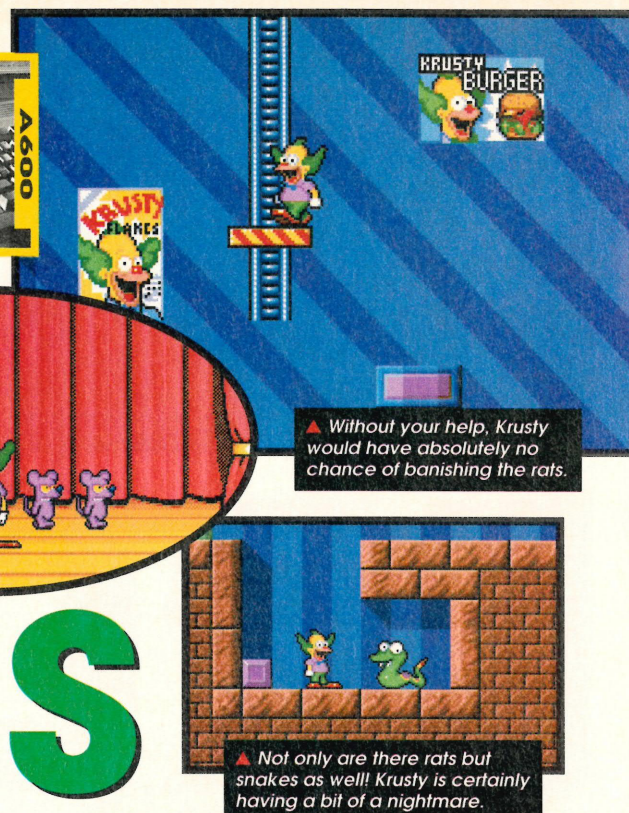
Every so often the rats will reach an obstacle which blocks their path. When they do so, being of low intelligence, they just turn tail and head back off the way they came. You must use the blocks to bridge gaps, build platforms and so on to enable the rats to reach their doom. Sort of a reverse Lemmings I suppose you could say.

Anyway, that's all there is to it. What you face are numerous levels and each one is more difficult than the last, until eventually Krusty banishes the vile little rodents.

This has been a long time in coming, but in my opinion it has certainly been worth the wait. I'm a big Simpson's fan, and any game that comes out tied into the series has to be good to satisfy me. Krusty's Fun House doesn't disappoint, but in no time at all you'll be banging your head against the wall. However once the painkillers have kicked in, you'll return to have one more try.



▼ Krusty is aided by his trusted friend and club member Bart.



▲ Not only are there rats but snakes as well! Krusty is certainly having a bit of a nightmare.

## THE LOW-DOWN

PUBLISHER: Virgin  
CONTACT: 081 960 2255  
TEAM: Acclaim  
PRICE: \$25.99

S C O R I N G	
GRAPHICS	84%
SOUND	76%
PLAYABILITY	87%
DIFFICULTY	Spot On

Everything about the Simpsons television series is brilliant in my opinion, and the same can be said about Krusty's Super Fun House on the Amiga. The console versions of this game have been around for some time now, and I am glad to say that the Amiga conversion has lost none of the charm and appeal of its counterparts. Most of the time a puzzle game is nothing more than something you can enjoy for a couple of hours. Krusty's though is different.

REVIEWED BY: Steve

## SECOND OPINION

It's nice to see a licensed game which actually manages to capture something of the personality of the character it is based on. Good ideas, good graphics, good game.

OPINION BY: John

## OVERALL SCORE

# 82%





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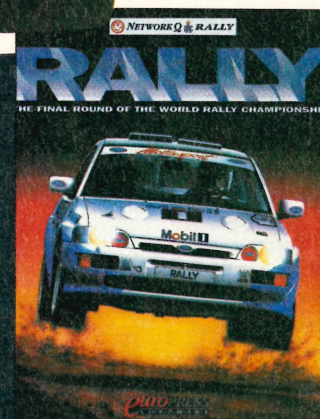
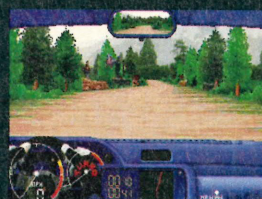
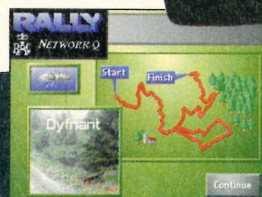
You're picking up vital seconds when you hang a bend late, clip a bank and flip into a roll – damage your car and you dent your chances.

It's the sequel to the top-selling RAC Rally game. But the sound's even more deafening, the digitised video graphics even more *in your face* for an atmosphere that's totally turbo-charged.

Flying around the world's toughest rally course is one thing. Staying on earth is another.

**WARNING: CRASH HELMETS NOT PROVIDED.**

Available for PC, Amiga. PC screen shots shown.



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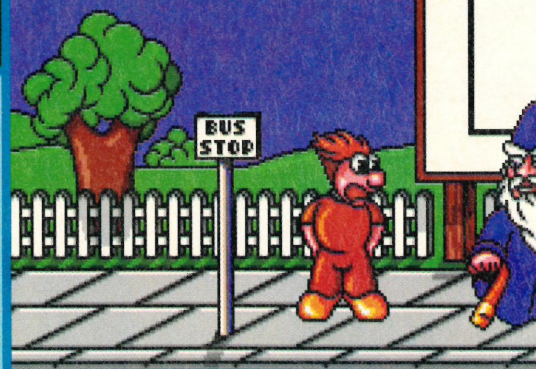


# ACTION REVIEW PUZZLE



Ever just been walking down the street when **BLAM!** – this guy appears and messes with your atoms? Nah, me neither...

▼ You don't half look daft with that pointy hat on. What do you think you are, an alternative Santa Claus?



# BOB'S BAD

▼ "Ooh – me head's in bits!" I know how you feel mate, believe me.



What do you know about Liverpudlians? Perhaps you are one. If so, could you please enlighten me. All I know about the (for some reason) famous city on the banks of the Mersey is that it houses two similarly poor football teams and used to have a few decent bands.

The Dome – the power that be behind Bob's Bad Day – seem to be under the impression that the natives of this metropolis (Scousers, they're called) address everyone with the witty title "Bobby Lad". Can't see why they would really, because it certainly doesn't make me laugh.

But then perhaps I'm biased, what with being a Man United supporter and all. Well, "Bobby Lad", or plain old Bob, as from here on he will be known, was walking down the road – maybe it was Abbey Road, or Penny Lane, I really don't know – one day, minding his own business, as you do, when before he knew it, something rather odd took place. A wizard popped up out of the pavement. Just like that. No explanation or anything, he just popped up.

The japester of a wizard must have thought he was a right card, and said as much to Bob, who retorted that oh yes, indeed, he was rolling around as a consequence of the wizard's bizarre (and somewhat impressive) behaviour.

Chagrined by Bob's lack of admiration, the wizard decided that the cheeky lad needed teaching a lesson, and that due to his sarcasm, he would indeed find himself "rolling around".

Without so much as an abracadabra, Bob's head and body were separated from each other and turned into balls. Erm, like... footballs. A huge game screen appeared in the darkening sky, and into level

one Bob's head flew, with his now compactly rounded body following swiftly into level fifty-odd. And that, confused readers, is how Bob's Bad Day was born to the world.

It's a puzzle game, and a maiden voyage on the Amiga for Norwich-based new boys The Dome. Once he becomes ball-like, Bob finds himself in a series of mazy levels, a hundred in total, which he (you) needs to negotiate in order to find the exit and move on – hopefully towards full persondom again.

## Round and round

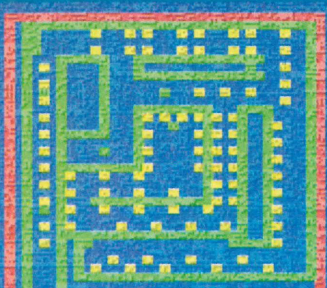
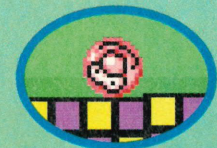
The Dome claim that this is the first time an Amiga game has experienced full 360 degree rotation, and since none of us here can think of an example to prove them wrong, I guess we'll have to agree.

Joystick manipulation is of paramount importance, as Bob slides around the paths of the level frighteningly quickly and smoothly. He must not only locate the exit, but pick up a set amount of coins along the way.

First off this doesn't seem like too much of a problem. The levels are simply laid out, the coins are easily collected, and the exit (which, incidentally, appears just as soon as the last coin is picked up) is easy to get to. But don't be fooled, because, o-ho, it gets a bit tricky once you've got the hang of the controls. But more of this later – let's talk about the levels for now.

"Don't be fooled by the look of the graphics", warned project manager Nick Court. To be honest, I was, and my initial reaction was akin to that of a man expecting to take a bite from a cream cake, only to find that it's a manky old Rich Tea that's been in the cupboard for weeks.

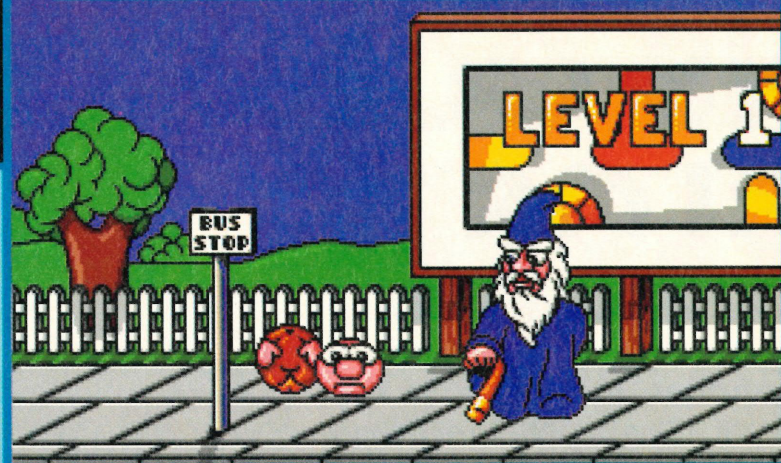
Er, what I'm trying to say, is that Bob's Bad Day isn't the most visually stunning game you're ever likely to see. Not



▲ Map of the level. Nice touch, but you try following it at these speeds.



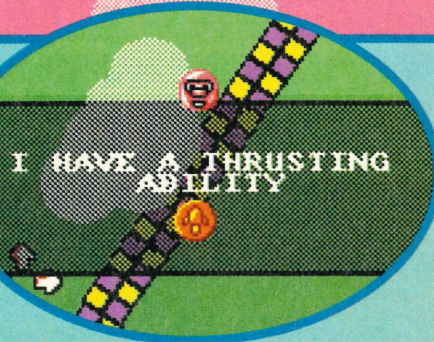
▼ Er, about that pointy hat business. It was just a joke you know. I mean, it looks really smart. Dead trendy. Please stop it now. Please.



▼ Hitting certain objects changes your gravity and messes with your head.

NO COINS!

YOU FALL UPWARDS



# AD DAY

by a long chalk, oh no. But after overcoming my graphics-ist prejudices, and on playing the game, I suddenly knew what he meant.

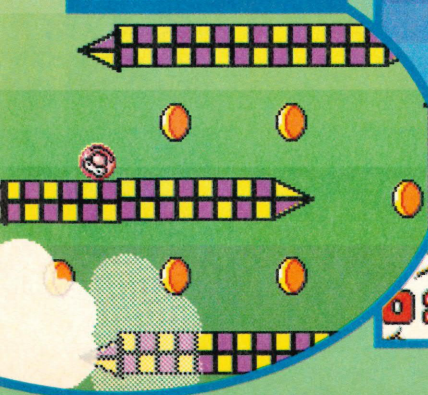
It's great! And so easy to play. The first few levels are testers, with few obstacles and no aliens, which only appear later in the game. Bob's head sways around wildly – into reverse gravity pods, over left and right disablers (very tricky these: imagine it – you're struggling to come to terms with the whole rotating thing, when suddenly one side of your joystick decides to take a rest) and through teleport systems.

Five different graphic sets cover the levels. They're sparse but at the same time colourful, and the 28 tunes which accompany them are actually quite good.

The rotation is very impressive and does take quite a lot out of the old Amiga. However it is on the later levels, when Bob's body joins in the fun, and you find yourself struggling to control two separate entities that your head really begins to spin.

A strict time limit and only one life do nothing to help, though thankfully there is a continue option for the nigh suicidal.

▼ The battenburg level. And it's – ha ha ha – no bally cakewalk either.



Gameplay is of paramount importance in any product, but all the same, it's still rare to find a game that gains massive credit in spite of limited graphics. Bob's Bad Day is one of these rarities. It's instantly accessible, fun to play, and not too tedious when things go wrong. I like it.

▼ I'm sure you do Bob, but won't you need your body for that?



NO COINS!

▼ Bob shows his cornering ability as he careens around the grass level.



## THE LOW-DOWN

PUBLISHER: Psygnosis  
CONTACT: 051 709 5755  
TEAM: The Dome  
PRICE: \$25.99

SCORING	
GRAPHICS	63%
SOUND	84%
PLAYABILITY	86%
DIFFICULTY	Tricky

It's more a bad morning than a bad day, because once the wizard takes his leave, the game is an absolute pleasure to play. Yes, better graphics would have been nice, and to be honest, the different gravity types do get confusing at times. Oh, but then that's the whole idea, isn't it? What more can I say then, apart from something really clichéd and trite, like, "Bad day? Oh ho, more like a few good nights if you ask me!" (Help me please! – Karen)

REVIEWED BY: Paul

SECOND OPINION  
Can't really make up my mind about this. One minute I absolutely hate it, the next I think it's not that bad. I wouldn't say it's more than average, although originality is always welcome.

OPINION BY: Steve

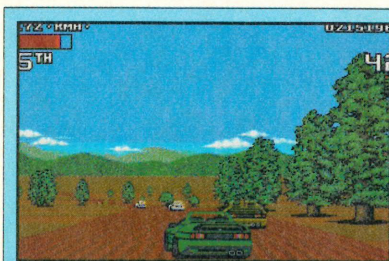
OVERALL SCORE

85%



# GREMLINS COME OUT OF THE CLOSET

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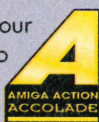
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D	DEARSON	16	23	13	8	83	0	0	0	1	24	0
D	BRADSHAW	16	23	21	10	96	0	0	0	1	24	0
D	SHIMSHOH	16	23	21	10	96	0	0	0	1	23	0
D	ESSEX	16	23	13	10	93	0	0	0	1	24	0
M	BERRY	16	15	8	25	23	96	0	0	1	20	0
M	BURGHY	16	15	30	11	97	0	0	0	1	22	0
M	JONES	16	15	23	17	88	0	0	0	1	24	0
G	CLAYTON	16	15	23	17	88	0	0	0	1	24	0
G	PALGRAVE	16	15	23	17	88	0	0	0	1	24	0
R	CIRCUIT	16	15	23	17	88	0	0	0	1	27	0
C	HEWING	16	15	17	12	30	0	0	0	0	21	0
S	MOOD	16	15	19	21	5	95	0	0	0	26	0

MAXIMUM PLAYERS: 11

GK: GOOD \*\*\* MF: GOOD \*  
DF: GOOD \*\* AT: GOOD \*\*  
TEAM RATING: GOOD \*\*

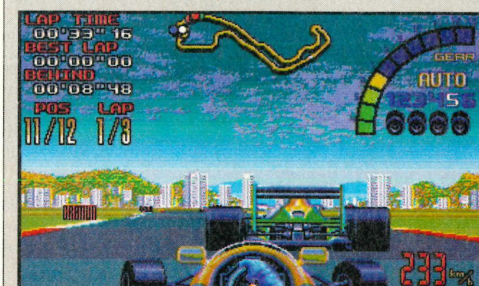
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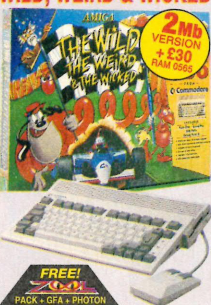
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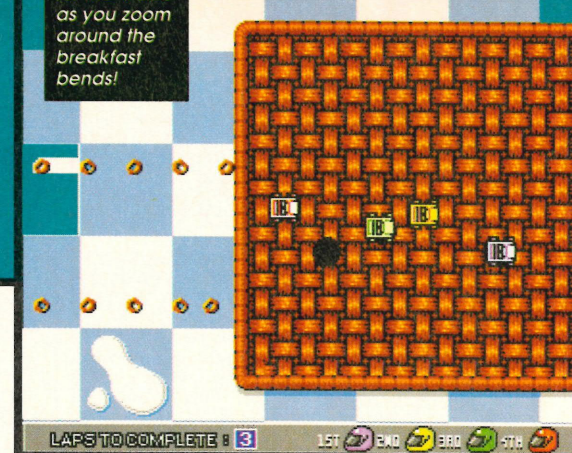
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# ACTION REVIEW RACING



▼ Watch out for the waffle as you zoom around the breakfast bends!



# MICRO MACHINES

Tired of getting Dizzy, the Codies get back on the full price track, and bring us the only sprites ever that are smaller than an egg.

If there's one thing sure to stir up some interest in the Amiga Action dungeon, it's the arrival of new racing game. It's fair to say that no matter how much realism and atmosphere programmers squeeze into a game, they're never going to reflect real life. At least, not unless it's a racer.

There we were just a few lunch times ago: things were going pretty smoothly and Steve and John were taking time out for a quick two player on Lotus 2 (someone nicked Lotus 3 from the cupboard and I

think I know who it was, but they'll get theirs, you mark my words). Leading, John slid into the wall inside a tunnel. "Barstool!" he cried (I think), as Steve's slick red beast eased past him into first place.

Rather than capitalise on his fortune and power ahead to glory, Steve momentarily averted his gaze from the screen to mouth a gleeful obscenity at John, who by this stage was out of the tunnel and back on course, only marginally behind. Steve of course lost control of his vehicle during the concentration lapse, leaving the door open for John. Who did what? Seize his chance and regain the lead? No – he kicked the foot of Steve's chair in frustration and smacked into the back of a computer car. If this kind of behaviour doesn't mirror the attitudes of a great many people who drive for real (including me, quite shamefully, I'm afraid), then I don't know what does.

This is the real attraction of racing games – the one-upmanship, and the genuine feeling of smug superiority that success in two player mode brings. After a barren spell, we've been spoilt this month by the arrival of not just Micro Machines, but Overdrive, and to be honest, it's a surprise that the mag's been written.

Micro Machines is the licence of the toy – the diddy little metallic beauties you find grown men playing with in Hamleys under the pretence that they're checking out Christmas presents for their

## Cruisin' for a bruisin'.



POWER BOATS: Race around the bathtub and mind the ducks!



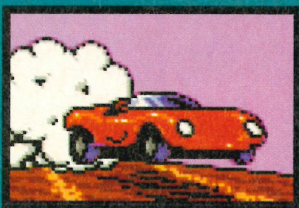
TURBO BUGGIES: Not much handling but fast as fast things.



RUFF TRUX: All terrain, no brain monsters. Bring a helmet!



CHOPPERS: Through the bushes and along the patio flags...



SPORTS CARS: Watch out for teacher on the school desks!



SAND BUGGIES: Spades of speed and buckets of bumps.



F1 CARS: High speed thrills across the pool table.



MEGA TANKS: Fire your way across the bedroom floor.



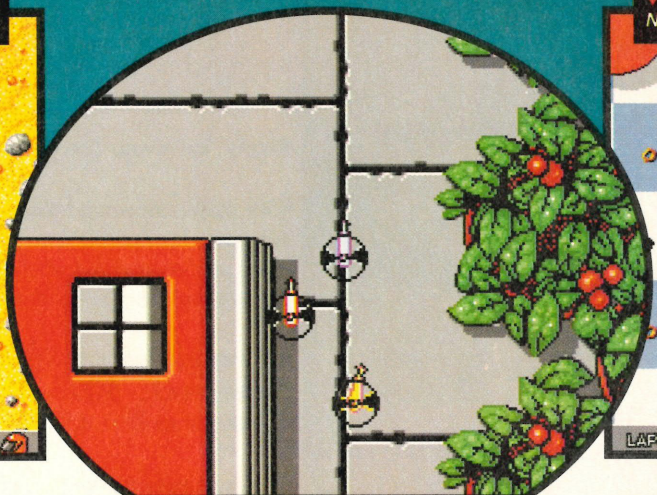
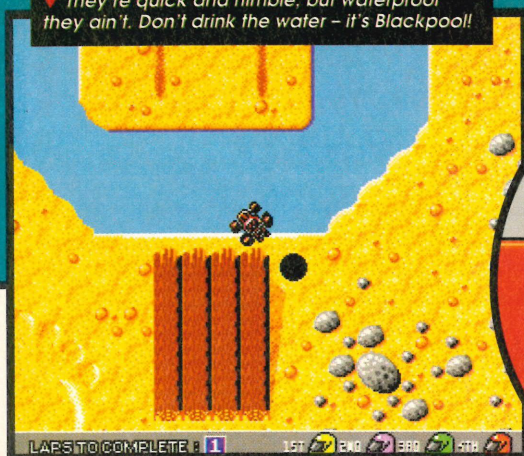
WARRIORS: Of the wasteland. Well, lounge carpet, maybe...

▼ Only those with a screw loose would race across the garage floor. A-ha. A-ha-ha-ha.





▼ They're quick and nimble, but waterproof they ain't. Don't drink the water - it's Blackpool!

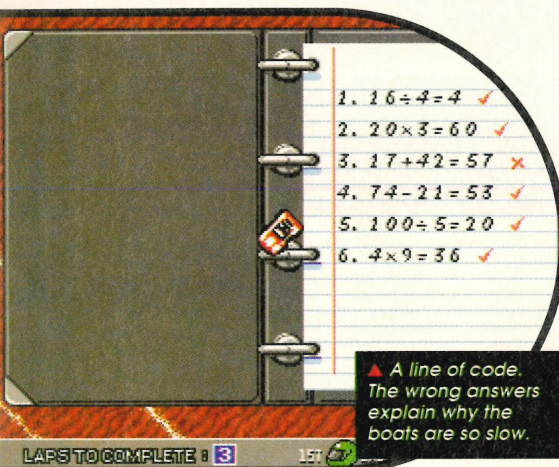


▲ Who left those hedge trimmers here? The choppers go for a ride in the rhododendrons. Don't let mum find out!

▼ A spot of syrup causes mayhem on the track! Now you've just the jam to dodge.



# NES



▲ A line of code. The wrong answers explain why the boats are so slow.

To begin with it all seems so simple, and despite the fact you have an awkward grid position, once the other three drivers have been successfully passed, and providing you can stay on the track (which, given that after a lap and a half, you'll be well in the lead and can afford to be careful), nothing seriously threatens your impending win.

Whoa! Hold on. All I've done is complain so far, and there are so many good things to say. OK, so the first couple of races should present no trouble, but, just when adjectives such as invincible, and, er, proper nouns such as Nigel, Ayrton and Alain begin to form on the tongue, it all gets very tricky as the courses get tougher and your self esteem begins to wilt big time.

## Headbutt

In the two player mode, it's head to head fun all the way (an option that's also provided for one player, but this really is very easy and would be best left alone), with you and a fellow frustrate elbowing each other off the tracks - literally!

No split screen business here - it's the old school textbook routine, one between two, the aim being to get your vehicle so far ahead of the opposition that you actually drive off the screen. Once this is done, a light in your colour is activated, and a race is won when you've either got all lights lit, or completed the set amount of laps with more lights than your buddy.

The vehicles and tracks in Micro Machines are

nephew. As you'd expect, the innovative two player option is where the real fun lies, but the single player mode isn't too bad, and since the way in which I've worded this sentence leaves little option, this is where we'll begin.

The most challenging way of playing the one player mode is by choosing the, um, Challenge. Once you've picked which one of the 11 drivers you want to be, the qualifying heat takes place, whereby three computer drivers apparently take pity on you and drive so slowly around the track (garden patio, pool table, sandpit and more) that we must assume this is for the sole purpose of becoming acquainted with the controls. Something of a pain, when you consider the controls are exceptionally easy to master and that you have to endure this rigmarole every time you play. Never mind though - it's over in a minute and the real race begins.

Again the driver's screen is presented and you are able to choose three drivers who you feel you are most likely to beat. Then your off to the first of the eight novelty arenas which you must hurtle around.



▼ Bit slow, the tanks. shooting is fun for a couple of minutes, but Mr. Babbage says "Wak-waal!"

what set it apart from the rest. I saw the Mega Drive version a couple of months ago, and except for one or two slight differences (sprite size and backgrounds) they are identical.

Each vehicle has its own characteristics to negotiate the terrain on which it races (or over which it races, in the case of the helicopters), and a real difference can be found in every track. One or two tracks are too slow to be much fun, but they enhance the feeling of value that shines through.

## THE LOW-DOWN

PUBLISHER: Codemasters  
CONTACT: 0926 814132  
TEAM: In House  
PRICE: \$25.99

S C O R I N G	
GRAPHICS	82%
SOUND	78%
PLAYABILITY	85%
DIFFICULTY	Easy

I'm going to surprise you now. I prefer Overdrive to Micro Machines, and I'll tell you why. First let me say that the game is original, easy to play, and excellent fun. The trouble is though, in the head-to-heads, the whole idea is to halt the fluidity of the game, which breaks the excitement, and leads to sighs of "Ho-hum" before it should. The mark below reflects my true feelings on what is generally a very good game, but personally, I think Overdrive is worth more.

REVIEWED BY: Paul

## SECOND OPINION

Everything is so neat and tidy in Micro Machines. The presentation is superb, the tracks varied and interesting and the gamelay spot on. Anyone who only gives it 83% is miserable.

OPINION BY: John

## OVERALL SCORE

# 83%



The best way to get your reviews published is to keep them short and sharp. Try to find a game that we haven't featured yet and your chances will improve even more. Oh yeah, and stick to our format – none of this improvisation!

## PINBALL FANTASIES

21st Century

Reader Reviewer: Gregg McMillan, Boness, East Lothian.

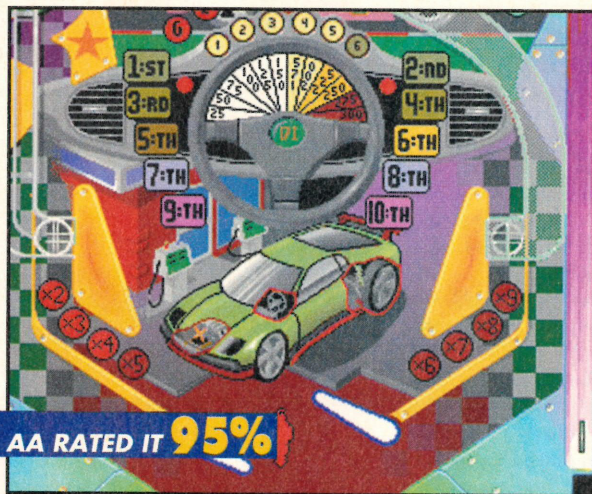
After enjoying Pinball Dreams I went and bought this one. I was amazed at how addictive it was. The graphics are beautiful and the music is great too. The multiplayer function really helps it as well.

**Graphics:** 94%

**Sound:** 92%

**Overall:** 95%

**Summary:** Great fun and very addictive.



AA RATED IT **95%**

## WALKER

Psygnosis

Reader Reviewer: Barry Wensing, Netherlands.

Nice music and sound, beautiful graphics, but that's all. When you play this game for the first time you'll love it, but after completing the first two levels you've seen the whole game. OK, the enemies and backgrounds change, but the gameplay stays exactly the same.

**Graphics:** 90%

**Sound:** 90%

**Overall:** 45%

**Summary:** This is just for hard core shoot 'em-up fans.



AA RATED IT **89%**

## TROLLS

Flair Software

Reader Reviewer: Simon Grabowski, Gdynia, Poland.

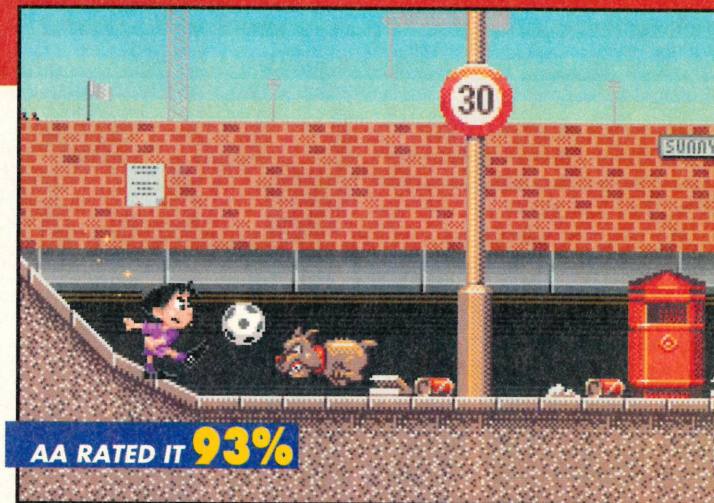
This is the best looking platform game, but unfortunately, it certainly isn't the best. Graphics are stunning, sound effects are brill, but playability just isn't there! This game reminds me of Robocod, but although the graphics and sound effects are better, playability isn't. It's too easy, and not enough challenge.

**Graphics:** 94%

**Sound:** 92%

**Overall:** 80%

**Summary:** A missed opportunity.



AA RATED IT **93%**

## SOCCER KID

Krisalis

Reader Reviewer: Lloyd Garner, Suffolk.

Soccer Kid is a tricky game, but although there are around ten different moves, it's easy to master. SK himself is a brilliant display of graphics and animation, helped along by the option to change his kit, and the backgrounds and nasties are very pretty too. It will last you for ages.

**Graphics:** 90%

**Sound:** 92%

**Overall:** 91%

**Summary:** An excellent game.



## PIRACY

Ice

**Reader Reviewer:** Antony Jenson, Portsmouth.

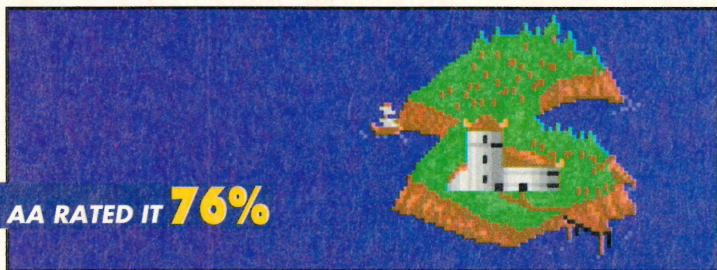
If ever there was a game that manages to combine ace fighting and strategy, then it is this. Three months later, and I'm still hooked. The graphics might not be the best around, but the gameplay is absolutely excellent, and it's hats off to ICE for this one.

**Graphics:** 85%

**Sound:** 85%

**Overall:** 92%

**Summary:** Months of brilliant fun for absolutely everyone! (Oh Lord – cringing Ed)



AA RATED IT **76%**

## GOAL!

Virgin

**Reader Reviewer:** Prsemyskaw Scierski, Poland.

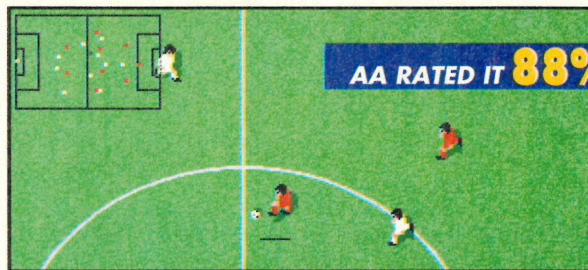
You haven't Goal! Yet? Why? You love Kick Off 2. Buy Goal! You love Sensi. Buy Goal! You hate both. Buy Goal! You have got Goal! Buy next, because it is the best football simulator. (Eh? – Ed)

**Graphics:** 94%

**Sound:** 94%

**Overall:** 95%

**Summary:** Good, better, the best! (Well, it's better than my Polish – Ed)



AA RATED IT **88%**

## WALKER

Psygnosis

**Reader Reviewer:** David Bondar, Nottingham.

An original shoot 'em-up? Whatever next! Storyline? Who cares about a story? Walk from right to left and blast the hell out of everything. Wonderful graphics and the sound is amazing. Can get a tad repetitive.

**Graphics:** 89%

**Sound:** 90%

**Overall:** 90%

**Summary:** Superb entertainment. Computers were made for games like this.



AA RATED IT **89%**

## F17 CHALLENGE

TEAM 17

**Reader Reviewer:** Adrian Randall, Worcerstershire.

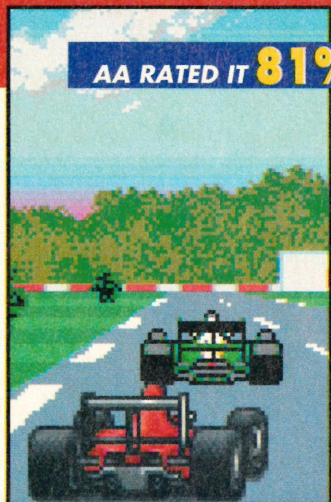
I'm a huge fan of Nigel Mansell's WC, and bought this game in the hope that it would be along the same type of lines. Well it's not! OK, so there are loads of tracks, but they don't really provide as many thrills as even one of Nigel Mansell's. Not bad, but not brill either.

**Graphics:** 78%

**Sound:** 89%

**Overall:** 73%

**Summary:** A nice price, but an average game.



AA RATED IT **81%**

Right, that's another lot. Sixty words or less please, in neat and tidy writing, to: Reader Reviews, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP. Cheers – we'll be sacking John soon, at this rate...



# revealed



# FRONTIER

It must be around ten years now since two programmers, namely Ian Bell and David Braben unleashed a computer game legend on an unsuspecting world. Elite was published on the now defunct Firebird label, and originated on that dinosaur of a machine, the BBC Micro, and changed the face of computer gaming as we know it.

This was more than a game to some people, and in extreme cases, the space trading epic became a way of life. There are very few products that can boast that people are still playing them with the same vigour that they were a whole decade ago.

Such was Elite's appeal. The clamour for a sequel was immense, but to the dismay of a multitude of fans it never appeared. Numerous rumours flew around at the time, but none were ever substantiated. In time, as will always occur, people forgot, and I suppose presumed it would never happen. One man didn't forget though, and that man was David Braben, co-programmer of the

*It's taken over five years of hard work, but one man's dream is here at last. Come with us through the starfields of Braben's masterpiece.*

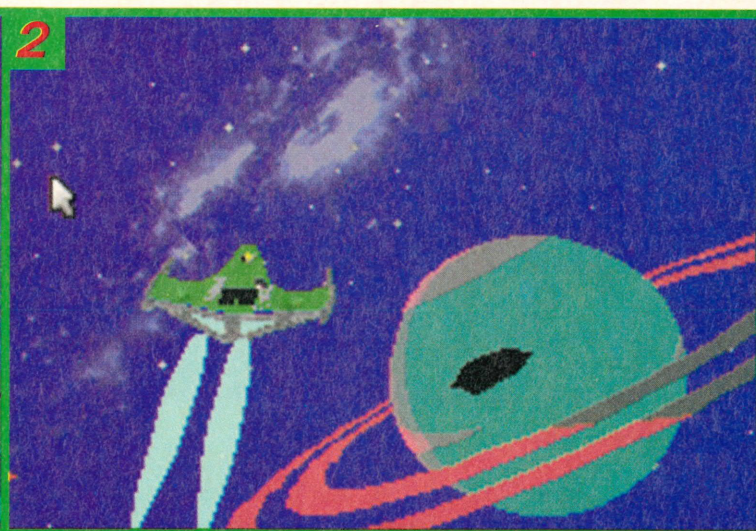
BY: **STEVE MCNALLY**

now legendary first game.

He knew that despite the success achieved by the original Elite it could be, and therefore should be improved a great deal. And so Elite 2 became a reality. This time Braben worked alone, and we asked him just how he had set about improving upon what is generally considered by press and public

alike to be one of the finest games ever.

"I wrote the original Elite with Ian Bell around ten years ago. Shortly after completing the early versions of the game (BBC, Electron, C64, Amstrad and Spectrum) we started on Elite II on the BBC and C64. We took this to a playable state but decided that it was just too slow and restricted by the lack of



**"The whole galaxy is modelled in great detail."**

*David Braben, Programmer.*





memory on those machines. So we decided to abandon it without even showing it to software houses," he said. "I restarted (on my own) in 1988 but with a different and better design, aiming for what I thought then would be the computers around at the time of completion. One problem with the time that has passed, is that people's expectations are very high indeed for the sequel. I hope Frontier matches those expectations."

Can you imagine the disappointment that would be caused if this game fails to live up to its hype? I mean, we are talking people leaping off bridges here. The strange thing is that the hype has not been created by the games' publishers as is the norm, but by the software buying public themselves. Frontier really must be the marketing man's wildest dream.

We asked David in what particular ways Frontier is different to Elite?

"Though based on the same ideas, Frontier differs from Elite enormously. The whole galaxy is modelled in great detail, from giant stars down to small moons. Much of this data is gathered from stellar data books, so all the systems near Earth are represented in the game. Since little is known about such aspects as the existence of

planets, this is generated using planet formation theories. Possibly they are much like what is actually there — they just haven't been discovered yet!" Deep. Very deep.

The amazing thing is, Frontier will probably come on no more than two disks, and believe me,

as the USA and the old Soviet Russia were in the 70's. This makes for loads of interesting missions with one side or the other — spying, destroying secret bases, assassination etc. You can earn ranks, medals, and of course good old cash, while you can work for either side. There are over 80 such

missions, if this is how you would like to play the game," he explained. "The list of ship equipment is now greatly extended and works differently to the original Elite. Each ship has a certain capacity but you can choose to fit it out how you like. You can fit passenger cabins to carry passengers, choose whether you want a fast ship by using up the space on your engines, or a slow ship with an enormous carrying capacity. You can even fit your ship with little more than a mobile gun. Also, you can buy new ships, from huge lumbering cargo ships, to fast military

fighters. For the larger ships you will need to find a crew and pay their weekly wages."

Much of what has been added to Frontier is quite obviously a mixture of ideas that have emerged since the first game, and features that were thought of at the time but were simply not possible

**"The original Elite 2 was too slow, and we abandoned it without even showing it to the software houses"**  
*David Braben, Programmer.*

when you have seen the thing up and running this is truly mind blowing. OK, so we know that there is a whole galaxy to play around in, what are we supposed to do in it?

"There is a political aspect to the game. Two giant superpowers are in a state of cold war, much



1: The detail of every aspect of the game is second to none, and five years' work is truly evident in every screen.

2: It won't quite match the PC, but Frontier's speed, considering the size of the game, is certainly nothing to be scoffed at.

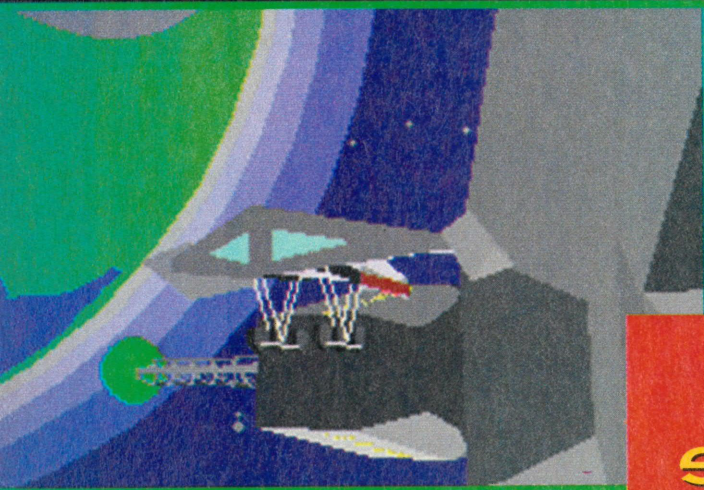
3: A piece of mouldy cheese to the uneducated, but this is actually something quite special. But it's a secret just what!

4: The planets are living, breathing alien habitats — packed full of stunning effects and gameplay.

5: Perhaps the only ship in the galaxy to give the crew of the Enterprise a complex?...



# ► revealed FRONTIER



player now takes on tasks, missions, passengers, buys goods etc. via a bulletin board. This works like the classified ads at the back of a newspaper."

It's probably best at this point to discourage people from using our very own Swap Shop for this kind of advertising. If you want to hire a mercenary then you can do it elsewhere.

enormous, so when drawn to fill the screen, the part explored by humans at the start of the game still only occupies a single pixel, and this is hundreds of light years across. It is likely that after a month or so of playing every evening the player will have seen most of what's in the game, but I hope they will still want to go on playing, as it is unlikely that by this time they will have reached all of the sub goals. With Elite this time was probably less than a week

**"A wise player will stay on the right side of the law in at least one place."**

**David Braben, Programmer.**

as a result of the lack of processing power. The machines back then were just not capable of including all the details that today's home computer could do with their central processing unit tied behind their back.

"Law and order is also a big thing in Frontier," David went on. "Each nation has its own legal system based on a system of fines, and criminal records. Therefore a wise player will stay on the right side of the law in at least one place, just so they can go on buying equipment and repairing their ship. For instance, an assassin would be pretty stupid to take on a contract which might involve killing someone in their own system, as they may not be allowed to come back.

"The player may now visit cities on planet surfaces with a suitable ship. These are modelled right down to individual streets and houses. Each have their own stockmarket and bulletin boards, and gravity and resistance are allowed for. The

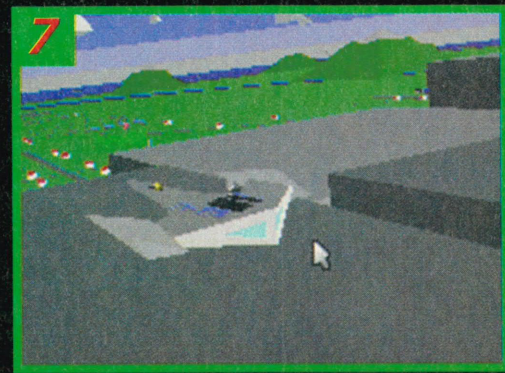
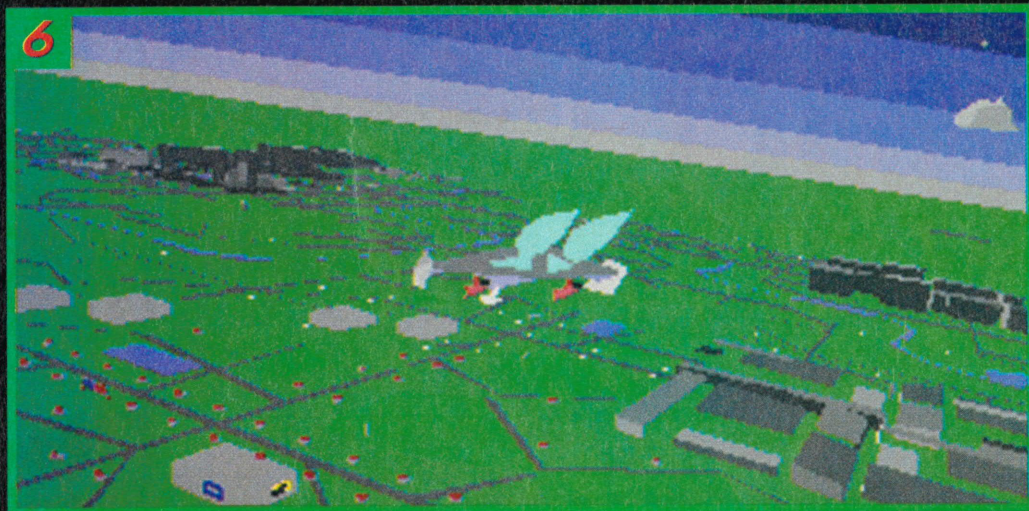
One of Elite's biggest plus points was the seemingly endless nature of the game. Does Frontier maintain this tradition? We asked David how long he thought it would take the average games player to finish the game.

"I don't know, there's no real finish. There are lots of sub-goals like getting the top rank on each side, the top rating which is still Elite, the best ship, the most cash, even a full criminal record maybe, but there is no definite finish. The galaxy is

and people are still playing it!"

So then, after five and a half years of David Braben's life, Frontier — Elite 2 is just about ready to be released to an eager public. I cannot remember a game ever being awaited quite as much as this one. The massive time delays haven't helped either. David was rigorously questioned on whether he encountered any major problems during the programming of the game.

"Difficult to say really. One big problem was





# "For development, I far prefer working on the Amiga to the PC."

*David Braben, Programmer.*

choosing what power of machine to aim for. A game that runs fine on a 486 PC might run at one frame every five seconds on an Amiga 500. The solution I came up with was to aim somewhere between the two, and to give the player control over the level of detail in the graphics, while on the higher end PCs to use texture mapping on the shapes."

That brings us quite nicely onto an obvious question. How do you find working within the limitations of the Amiga after working with PCs? It has to be said, the answer is quite heartening for Amiga owners.

"I far prefer working on the Amiga. As a development machine the A4000 is very good, the multi-tasking makes a big difference. I find the PC a pain in the neck to develop on. The main thing the PC has over the Amiga is having a byte per pixel graphics mode. This makes texture mapping practical whereas on the Amiga, even the ones with enough power to do it, the pixels have to be written to many separate bit planes, which in turn makes texture mapping very slow."

So then, are we to assume that you disagree with those who are writing off the Amiga?

"Yes, especially with the A1200, A4000 and CD32 around. From a development point of view the main problem is piracy. In the USA piracy killed off the Amiga as a games machine. Games started selling in smaller numbers because many games were appearing on bulletin boards only days after their release. The distributors and retailers stopped taking them and people went out and bought PCs. This hasn't happened in Europe yet, and maybe CDs will help stop the rot setting in."

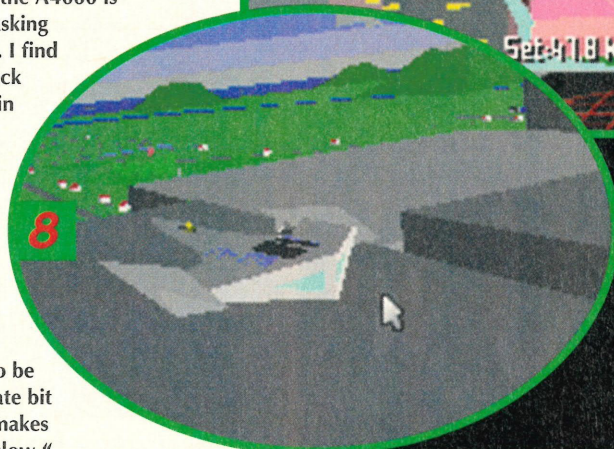
How about a CD32 version of Frontier then? Are we to see it in the future?

"Yes, almost certainly, though it will depend on the success of the Amiga version, and it won't be released before Christmas."

I think that has just about covered everything you could possibly want to know about Frontier, except of course, how the game has actually turned out. Unfortunately you're going to have to wait four short weeks to get the official AA verdict. One more thing we asked David about his plans for the future. Elite 3 perhaps?

"No. I want to set up a small programming team, first to do other versions of Frontier. I also intend to go on supporting Frontier by producing updated versions in the future with more missions, alien races and so on. I doubt if there will be an Elite 3 or Frontier 2, but I do want to go on improving Frontier."

Well there you have it. Frontier - Elite 2 is about to blast off, and I have no doubt that should you get involved it will almost certainly change your life.



6: The docking sequence caused a few problems in the original game, but that's a thing of the past thanks to automation.

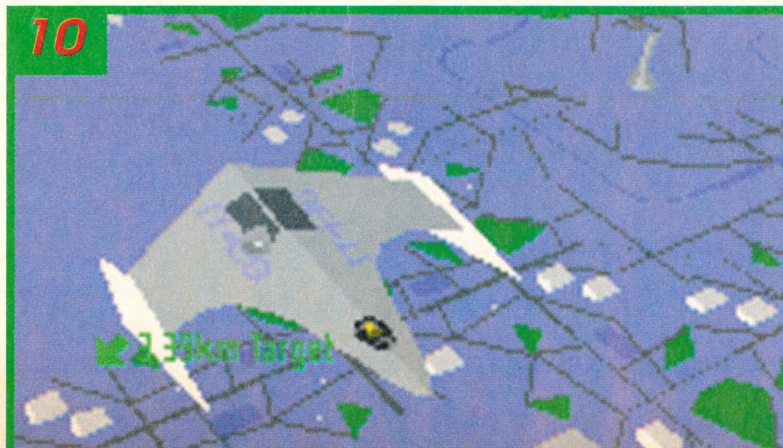
7: Er, although of course, it's always a good idea to locate a docking station. It isn't Easy Street, you know.

8: Only the finest pilot or the most foolhardy, er, fool would venture into the landscapes of Frontier without a map, a compass and a tin of Campbell's concentrated soup.

9: Getting on the wrong side of the law is not a good idea. Plenty of people are willing take you out at the best of times.

10: From up here it all looks so peaceful, but when you've got what somebody else wants, the fit hits the shan pretty damn soon.

11: It's that mutant cheese again. Tell you what - the first person to tell us what it is wins a hot date with the East End's own John Archer to a car boot sale in Wigan.





# PD in profile

**Desperate for a new game to while away the hours but you haven't got two fivers to rub together? John claps his eyes on this little lot.**

**O**ur PD expert Andy Maddock has done a bunk this month (apparently he had to go back to school or something - sad) so it's fallen on me to try and pick out the tastiest morsels from a veritable feast of shareware goodies. And I promise I'll try not to use any more cliches.

**Robouldix: PD-Soft Disk No. ASS119**

Well, might as well start off with my favourite PDer this month. Robouldix is the latest in a seemingly infinite list of Boulderdash clones, but it is definitely one of the best there's been. For those of you who've never heard of Boulderdash, the basic idea is that you have to run round these sort of soil-filled rooms, clearing a path, collecting gems and stuff, while avoiding aliens and trying not to let boulders drop on your head. Anyway, suffice to say that Robouldix plays beautifully and introduces enough new features and ideas over its six levels to make it a truly addictive puzzler.

**Elevation II: PD-Soft Disk No. ASS124**

You control this bloke and he starts off in the bottom right corner of the screen who wants to get to his girlfriend in the top corner to give her a snog. The problem is that the screen is split into levels which

can only be zigzagged up with the help of magnets at the end of each one (look, I don't know how to explain it. Just check out the screen shot if you don't know what I mean). Furthermore, lifts zoom up and down between levels, and if our extremely fast-moving hero bumps into one, he dies. Just like that. This is fast and splendidly frustrating stuff, and any game whose hero walks like John Cleese in 'that' Monty Python sketch is OK with me. Fine music to.

**Trax Extra: BeatDisk No. 24**

A simple but exceptionally presented variant on the old two-player tank shoot'em-up theme. You can fight it out with a chum over any one of more than 40 single-screen levels, each with a different layout of obstacles for your tanks to take cover behind. You're only allowed to have one bullet onscreen at once, and they don't move very fast, so you have to pick your moment precisely if you want a shot to hit its mark. Excellent graphics, sound and a high level of mate-bashing playability. There's even a level editor chucked in, for heaven's sake.



**▲ ELEVATION II:** Our lovelorn hero certainly sets a fair old pace - but you can't blame him when you see who's waiting for him at the top.

**▼ TRAX EXTRA:** Loads of bits to hide behind on this level. A perfect setting for some epic battle action.



**Starbase 13: PD-Soft Disk No. 3310/1**

Your spaceship answers a distress call from Starbase 13 on the edge of the Stingon territories and arrives to discover that the only living things left on the vessel are three Stingons. You beam aboard to try and find out what's going down... And then you're into a graphical point and click adventure game. Starbase 13 really is pretty nifty and big. It's graphics are unexpectedly good and the storyline although a bit hackneyed is still absorbing. The walking and object manipulation aspects are far from perfect, but this is still very impressive for a PD game.

**Battleforce: PD-Soft Disk No. 3195**

Nostalgia time again. This time we're tripping merrily back to the days of Infocom and Level 9. To the days when a few well-chosen words were enough to evoke visions of elves and unicorns, orks and gollums, heroes and princesses. In short, then, Battleforce is a text adventure. You are agent 1000023, and you've been sent to moon station Alpha to check out a terrorist situation and see if it has



**▼ ROBOULDIX:** Skulls, beetles, boulders, bombs, gems, switches and a damn fine

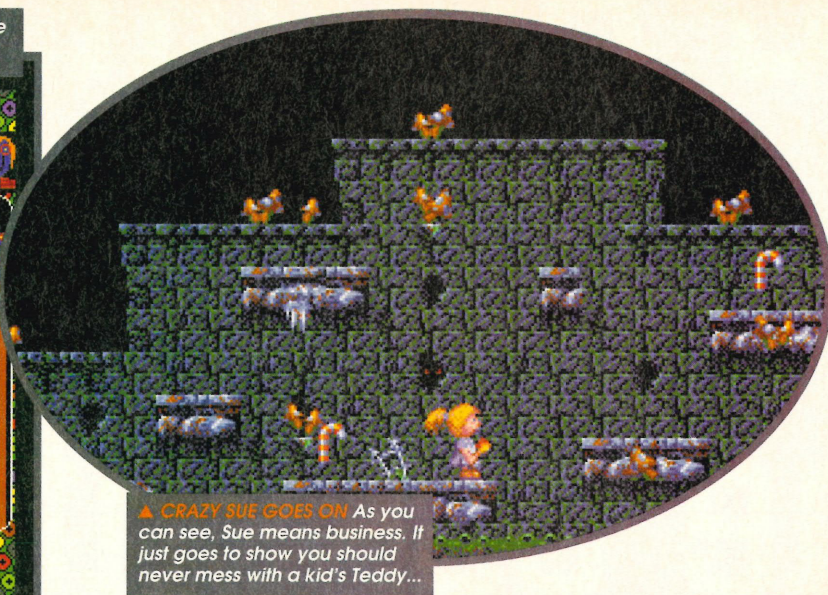


**◀ ROBOULDIX:** If you think this level looks hard, you're right. It's so hard, in fact, I've not even finished it yet.





▼ **MR. AND MRS.:** "Now Mrs Brown, if your husband was trapped in a cage what would you do?" "Ooh, collect snooker balls, I should think, Derek."



▲ **CRAZY SUE GOES ON:** As you can see, Sue means business. It just goes to show you should never mess with a kid's Teddy...

anything to do with an invasion from another galaxy. Good, detailed descriptions, loads of objects and a good story. Worth a look if you don't mind your mind and fingers doing a bit more work than usual.

#### **Crazy Sue Goes On: Beatdisk 24**

Strange things are afoot in Ereanor, even though Sue has already defeated the evil wizard of doom once already. The wizard's wife, apparently a tad annoyed at the killing of her hubby, has cursed the whole land. But she's made one crucial mistake - she's nicked Sue's Teddy Bear. The first instalment of Crazy Sue has already become enormously popular, and this one deserves to do the same. Smart atmospheric graphics and a cute central character make for a fine platform, erm, 'romp' (another cliché, I know), but be warned - it's very, very difficult.

#### **Mr and Mrs: PD-Soft disk no. ASS124**

Remember that naff old game show presented by that effeminate guy with a buffont hairdo? Well, luckily this game doesn't have much to do with it at all. You control two characters (a Mrs and her Mr) who have to negotiate platform-filled mazes solving puzzles, avoiding nasties and collecting snooker balls (?) until they can reach the exit. The graphics are a bit iffy but the game plays well, especially the way that

one partner often has to help the other out of traps and tricky situations. 'It fair warms the cockles o' me heart', as I'm sure you can imagine.

#### **Brainbow: PD-Soft Disk No. ASS121**

You've got a big square full of little squares, right, and most of the little squares are one colour but a few of them are other colours. What you have to do is try and make sure that they all turn into the same colour. This is brought about by changing them around using a series of block-changing overlays that the computer throws up for you. Yes, in spite of what a meal I made of trying to explain it, Brainbow (like all the best puzzle games) is initially very easy to get to grips with. However, as you progress further it does start to strain the old grey matter. At full price I've seen much worse than this, believe me.

▲ **BRAINBOW:** I've placed my square-changing grid over the five yellow squares ready to turn them orange... Pretty clever, eh?



▲ **STARBASE:** Hmm. Some exposed wires, a tool box, a wapping great space ship... Ah, that's what we want. A great big laser pistol. Blake's Seven here I come!

## CONTACTS

17 Bit Software: 0924 366982

Pyramid Soft: 0670 516543

Magnetic Fields: 0772 881190

Virus Free PD: 0793 512321



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**N**ot since the last time we had such a collection assembled, has such a collection of previews been assembled in one place. Read on in wonderment and awe, and lose yourself in the depth... of the BLUEPRINT ZONE!

## Zool 2

Heard of this chap before? Yes, we suspect you probably have. But here he is again, only this time he's previewable. Really, really previewable. And no mistake.

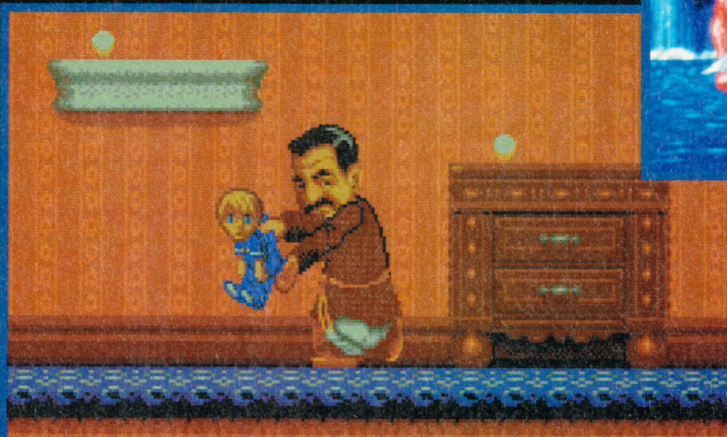
p70



## Brian the Lion

He's a lion. Called Brian. And he wears reasonably fashionable trousers, which are no use at all when it comes to sorting the baddies in this platform frenzy.

p72



## Dennis

Not sure about this. Like, where's Walter the softy, and that stupid spiky dog? And his Dad? Platform fun, nonetheless, no doubt.

p78

## Elfmania

Another pretender to the beat 'em-up crown. Amazing graphics, but what about the gameplay? See for yourselves, daft sods.

p74



## Contacts

Gremlin: 0741 753423

Renegade: 071 481 9214

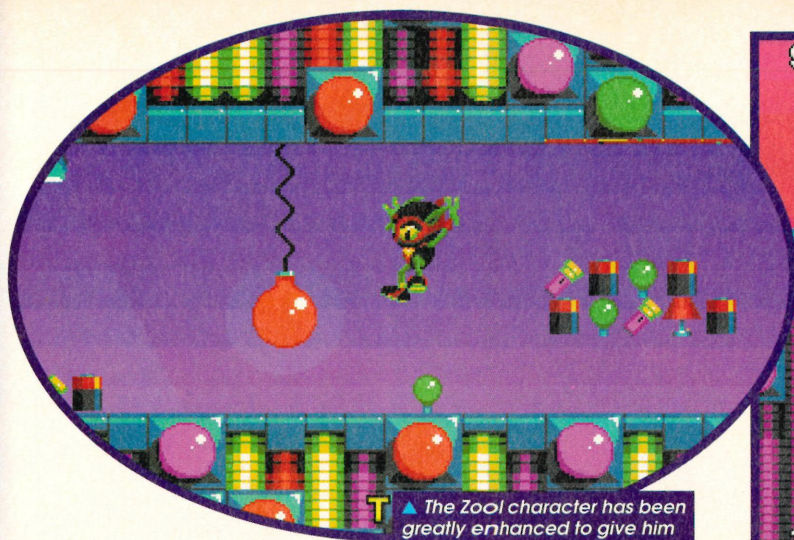
Psygnosis: 051 709 5755

Ocean: 061 832 6633

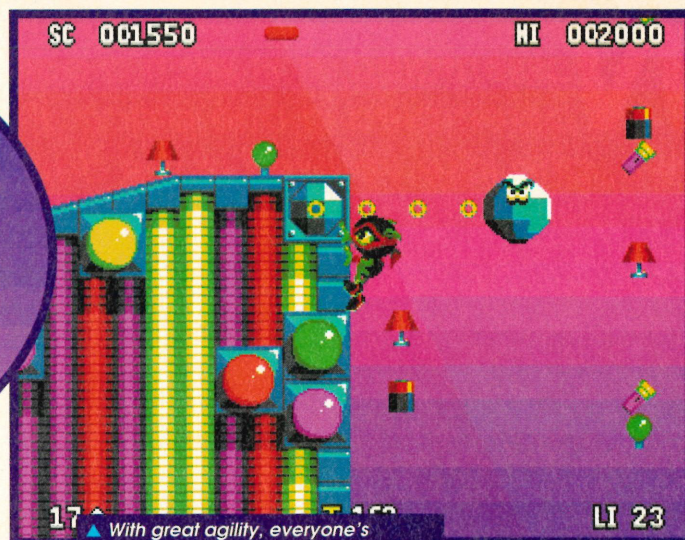
THE MOST UP TO DATE PREVIEWS EVER!

BLUEPRINT





▲ The Zool character has been greatly enhanced to give him more of a personality.



▲ With great agility, everyone's favourite ninja climbs to a new height.

# ZOOL 2

*The hype is now coming to an end. Will the final product live up to our expectations?*



**A**h Zool 2. Now there's a name familiar to these pages. Well, not these actual pages, because of course, they haven't even been fully written before, seeing as I'm in the process of writing them at the moment. Then again, by the time you get to read them they'll have been finished off for quite some time. Even so, Zool 2 has never appeared on

these pages before, but has done so several times on some other pages in different issues of Amiga Action.

Better stop there before I confuse you lot as much as I just have done myself. Suffice it to say that in the past, this release, which will undoubtedly be the biggest of the year on the Amiga, has received its fair share of coverage. Now if I'd said that in the first place things would have been much simpler all round, but never mind, it's done now (Oh God - Ed).

If you've read our three part epic work in progress type thing over the last few months, then you will know almost as much about Zool 2 as Gremlin themselves. Yes, it really was that deep. If you missed out on all three parts then you are most definitely not that highly knowledgeable, extremely well informed Amiga owner you pride yourself on being.

Don't worry though, all is not lost. Help is at hand thanks to our wonderful back issues service, which will enable you to get your grubby little hands on all three issues, which I'm reliably informed are highly sought after

items. You never know, you could be watching the Antiques Roadshow, or its equivalent, in forty years time, and see someone lift something vaguely familiar out of one of those tattered Tesco carriers people always insist on carrying their valuables in to such events. Then, to your horror, you realise it is a pristine copy of Amiga Action, Issue 45, with Superfrog on the cover. Whatever you do, don't come running to me

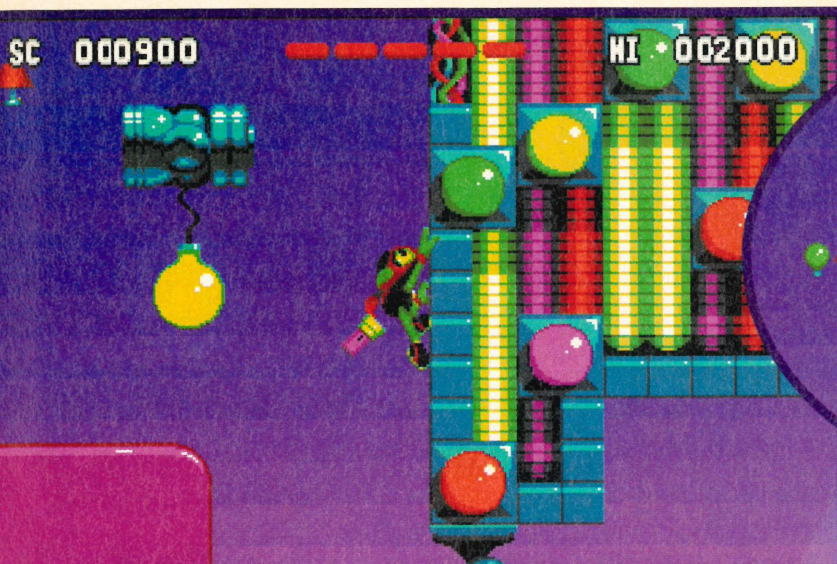


Now Zool's got a big sword, and anyone who stands in his way is likely to be on the receiving end of the pointy bit.



▲ Zool skids to a halt atop what looks like a replica of the Sphinx.

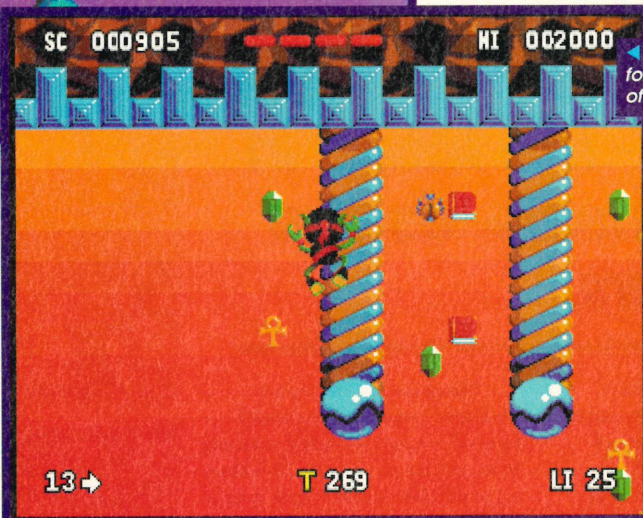




▲ Beams of light shoot from platform to platform, and if he is quick enough, Zool can use them.



▲ One of the new abilities that Zool has is he is now able to climb up and down walls.



▲ Another new feature is the ability for Zool to come around the outside of various objects to get somewhere.

because I will just laugh in your face and say I told you so!

Well then, what can I say about Zool 2 that hasn't been said before? Nothing. Unfortunately, that poses a slight problem. So much space to fill, and so little to say. That's going to be my motto from now on. On second thoughts, it's probably more suited to John that one (any jobs going anyone? - Ed).

I know, I'll go on about the first one for a bit. To be honest, I didn't really like it that much. In fact, if I am totally honest, I thought it was the most over rated game of the year. And no, I'm not just saying that to be controversial.

If there's one thing I don't like to see, it's games trying to copy other games in order to gain success. The original Zool struck me as being something of an attempt to cash in on the lack of an appearance by either of those two console giants, Sonic and Mario, on the Amiga. I honestly believe that if, in their ultimate wisdom, one of the Japanese companies had decided to grant permission to convert either character to the Amiga, Zool would never even have appeared, let alone had any degree of success.

I'm not knocking Gremlin for this though, they saw a gap in the marketplace, and filled it quite staggeringly well. Now, they are attempting, and let's not really kid ourselves, they will manage it, to cash in on their good fortune.

When Zool 2 hits the Amiga later on in the year I'm sure the the clamour for copies among Amiga owners is going to be phenomenal. Perhaps it will be matched in terms of demand

only by the recent Mortal Monday and the legendary Sonic 2sday.

So far, you may think that I don't have a great deal of time for the Zool character, but you would be wrong. Although I thought the original was a bit superficial to say the least, Gremlin have put a great deal of work into the next instalment. The main character has been improved, both in looks and background, ie, he now has a girlfriend - Zooz, and even a

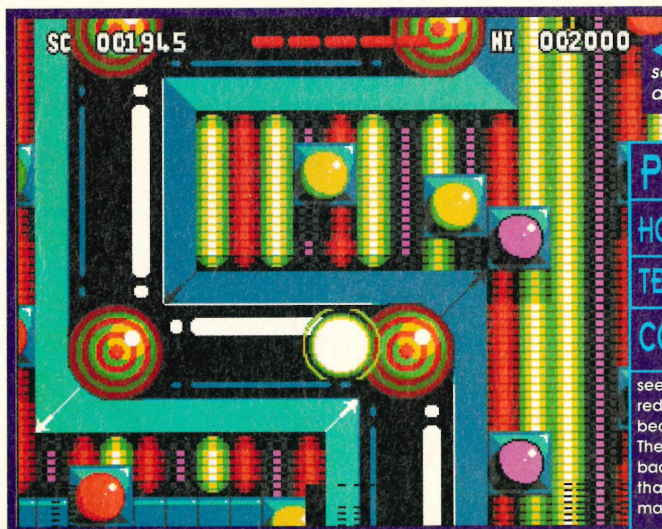
*"...infinitely more playable than the original"*

pet dog - Zoon.

Also, he has been given a foe to tackle, namely the fearsome Mental Block. I was under the impression for a long time, that Mental Block was not an entirely original concept, but I couldn't quite put my finger on why. And then, all of a sudden it hit me. Remember Willo the Wisp? You know, that Channel 4 five minute cartoon job that Kenneth Williams used to narrate. Well, remember Mavis the Fairy's arch enemy Evil Edna, the wicked television set? Mental Block looks exactly like her! I wonder if that's where the inspiration came from.

Anyway, I've played Zool 2 for a good long while, and even though it is unfinished, it is already looking as though it will be a damn fine game. I found the version I saw infinitely more playable than the original, and I didn't hate the character half as much as I thought I was going to!

As always, you will have to wait and see just how the finished product turns out, but I really don't think there's any need to worry. Zool 2 will succeed whether it's good or bad, but at the moment all the signs are good!



▲ Hmm, I wonder where I've seen something similar to this before? Perhaps a world famous console platform game?

## PROJECT: Zool 2

HOUSE: Gremlin

RELEASE: Nov '93

TEAM: In House

PRICE: £25.99

### COMMENTS:

Before this preview I would have said that I hated Zool. Now the feeling has kind of mellowed to a mild dislike. I have to admit to being greatly impressed by what I have seen of Zool 2, and unless someone at Gremlin goes completely mad, they have a red hot product on their hands. That's especially nice to see in this specific case, because, as I said earlier, this game really didn't need to be any good to succeed. The name alone would have guaranteed a number one seller, but a big pat on the back needs to be given to the programmers for attempting to make something that will live up to the inevitably massive amount of hype.

INSPECTED BY: Steve





▼ Brian looks particularly bewildered about what he is to do next.



▲ Our heroic Lion leaps down onto an unsuspecting enemy.

# BRIAN THE LION

**Meet Brian – the latest in a line of console-esque platform stars.**

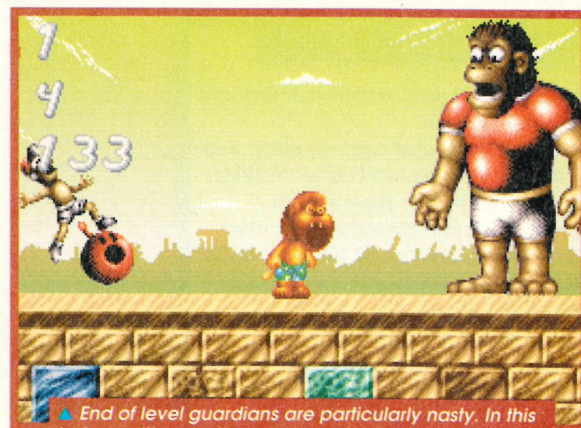
Just when I was beginning to think it would never happen again, along comes another character trying to mimick the success of Mario and Sonic. Why do software companies constantly feel the need to try and succeed in bringing out games which are almost identical to their console counterparts? Obviously, if they get it right, it should mean massive financial rewards, but surely an original project will generate just as much, if not more public interest.

Anyway, Brian the Lion is another Mario-esque character and Psygnosis are making absolutely no attempt to hide the fact. Brian is billed as a new kind of hero (I've heard that somewhere before!). Apparently he knows absolutely nothing about plumbing and doesn't wear red shoes. What he does have, according to Psygnosis, is a pair of the wildest shorts you ever saw (?), and the greatest quiff yet created. Both essential for any self respecting computer game hero, I'm sure you'll agree.

The game is a fast action platform romp featuring multi-layered parallax scrolling, running at an extremely smooth 50 frames a second. The game is split over a number of different levels, including a steamy jungle with ten sub levels, a ruins section with 12 levels, a nightmare stage with 18 levels and a flying section which takes place aboard a creature named Mark the Lark.

Another feature is the cloud shop, in which Brian can purchase extra abilities. Although the game runs principally in 16 colour mode, it also makes good use of the Amiga's copper colour splitting abilities. It is reputed that at times there are anything of up to 182 colours on the screen.

One of the things Psygnosis are particularly proud of is the way the game successfully mimics some



▲ End of level guardians are particularly nasty. In this instance it's a gorilla wearing a football shirt.

of the Super Nintendo's legendary MODE 7 effects, ie. zooming, De-Res, curved perspective effects and even rotation. Now that may not mean a lot to you, as in fact it doesn't to me, but you can rest assured that they are pretty impressive.

If I am honest, Brian the Lion has stirred up little or no interest in me at all. I'm not mad keen on platform games at the very best of times, but when they are nothing but a blatant attempt to cash in on someone else's considerable success, I have very little time for this kind of thing at all.

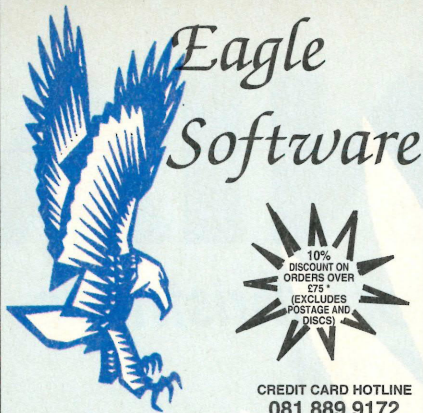
**"The game successfully mimicks SNES effects."**

▼ Here we see Brian the Lion aboard Mark the Lark.



PROJECT: Brian the Lion			
HOUSE:	Psygnosis	RELEASE:	Dec '93
TEAM:	Reflections	PRICE:	£TBA
COMMENTS:	If you want a better than average platform game then Brian the Lion will fit the bill. The main drawback for me is that this is yet another re-work of a tired old formula. I'm willing to concede that may be difficult, and at times impossible to come up with completely fresh ideas or new concepts for every release, but when a theme has been exhausted, I think it is better left alone for a while. Having said that, with a name like Psygnosis behind him and a wealth of platform fans out there, you can bet that Brian will still be a best seller over Christmas. But there is one question that I keep milling over – whatever happened to originality?		
INSPECTED BY:			Steve





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# ELFMANIA



▲ The Executioner (left) takes evasive action as The Guardian launches into that time-honoured attack move, the 'Bomb of Lard'.

**S**candinavia, eh. A cold and rather oddly-shaped collection of countries in Northern Europe more famous for vikings and dodgy whaling practices than computer games. But I reckon all that may be set to change over the coming months with the emergence of a couple of smart looking games from Finland, of all places.

You've probably already heard a bit about one of them, the Asteroids-based Stardust, programmed by Bloodhouse. But another bunch of Finnish programmers have gathered under the title of Terramarque (which means Landmark, surprisingly enough) and are in the final stages of putting together what looks like being a veritable humdinger of a beat'em up.

As usual for this sort of game, the plot is a tad on the thin side. Terramarque's PR man Ilari Kuittinen made no bones about this: "The idea is really just to wander round in Elfmania and try and find out who is the strongest," he said, with just the trace of an accent.

Finding out who is the strongest, of course, consists of pitching various opponents against each other for bouts of fisticuffs

*"...a veritable humdinger of a beat'em up."*

which make going to a Millwall game look like a family treat. Elfmania's six characters are all equipped with a staggering array of death-dealing routines, including the now obligatory special moves. "Each of the characters has their own strengths and weaknesses," said Ilari. "The girl is very quick and agile, but not too strong, the Executioner's sword makes him good at distance fighting but no good at close-up stuff, and so on."

One of Elfmania's greatest strengths is how easy it is to control. "The game uses a very logical system, so you can start using all the moves intuitively, without having to sit and learn them first," said Ilari. "And we think we've proved you can do a decent one-button fighting game."

Hitting an opponent causes a small gold coin to fly from their body, which then bounces around the screen and if punched or kicked becomes a lethal missile. This unusual feature adds a nifty extra long-range dimension to the gameplay, with the action sometimes looking more like a Wimbledon final than an oriental fist-fest.

Naturally Elfmania

▲ Fat King winces as the Executioner plants a firm boot in the poor fella's love-pouch.



▲ Fatman puts all his weight into a hand slam and sends his puny opponent reeling. Don't reckon much to the jock-strap, though.



▲ The backgrounds are really rather tasty. Each one is 2 screens wide and features a dazzling amount of parallax scrolling.

is violent - you'd be a bit hard-pushed to find a beat'em up which wasn't, I guess. But Terramarque haven't gone in for the gory excesses we're going to be treated to in Virgin's soon-to-be-released Mortal Kombat. "We've tried to stay away from putting a lot of blood in the game. We don't think it's necessary to make a game play better," said Ilari. "Instead our programmers put all their effort into the animations of the characters, to try and give each character his own personality and make the play as fast and smooth as possible."

Their efforts seem to have payed off. The game's exceptional animation and parallax effects caused a big stir at the recent ECTS, and Renegade honcho Tom Watson said Elfmania contained some of the finest programming he had ever seen. But then he would, wouldn't he?

## PROJECT: Elfmania

HOUSE: Renegade RELEASE: Dec '93

TEAM: Terramarque PRICE: £25.99

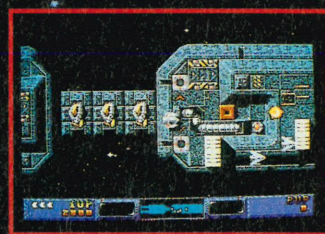
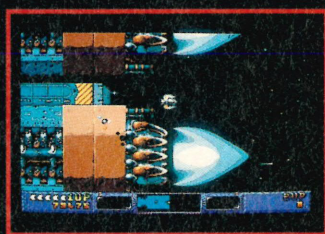
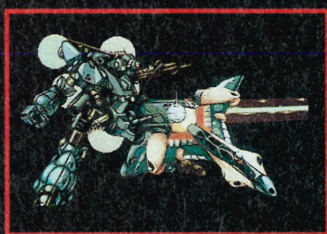
**COMMENTS:** Although the version I played on was still lacking a couple of characters and backgrounds, it was looking pretty stunning. The scrolling backgrounds are big and beautiful, while the range and quality of the animations has to be seen to be believed (my favourite is the girl's victory celebrations — an air-guitar, head-banging extravaganza of Bill and Ted proportions). The control system really does work superbly, especially with the addition of the coin-punching feature. Normally I'm not a beat'em-up fan at all, but with this one I found the hours slipping away with almost frightening speed. Roll on Christmas.

INSPECTED BY: John



Fresh from the vaults of total play-ability comes this unique reprise of the classic shoot 'em up. Featuring the fastest scrolling and most detailed graphics that the Amiga has ever seen, pit your wits and reflexes against fleets of Leviathan spaceships as your Manta swoops low and leaves a trail of mayhem in its wake.

# URIDIUM II



"It's absolutely stunning with superb graphics, marvellous effects and simple-as-pie gameplay."  
**Amiga Action.**

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**Amiga Format.**

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**CU Amiga.**



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# competition

## A WALK IN THE PARK

*Your chance to win one of those new fangled CD things. And some other stuff too!*



Jurassic Park. It just won't go away will it? The hype, more hype, the film, more of the film, the game, and now this. But what's this? I hear you ask. It's a competition, that's what, and a rather special one at that.

Dinosaurs come in all shapes and forms you know. Take the Spectromasaurus Rex for instance. It used to stand proud and preen its rubber feathers haughtily, but now it sits in a pit of despair, overtaken by those more suited to the ever changing computer climate. Such as the CD32 which is precisely what we are giving

away, you lucky, lucky readers.

A gleaming, streamlined, scrubbed rubbed CD32. They're lovely they are, a real treat, and you really should get one. The best part of 300 quid is a lot to fork out though. Even though the machine is worth every penny, one lucky reader needn't be worried, because, as they say – and somewhat naively in most cases – the best things in life are free. Makes you wonder though!

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---

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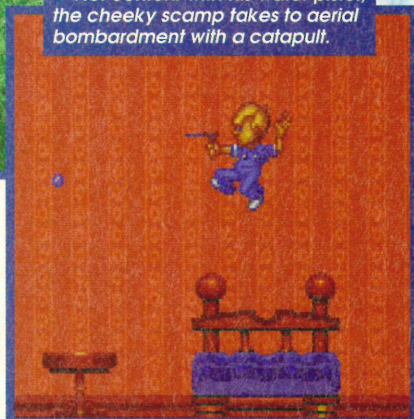
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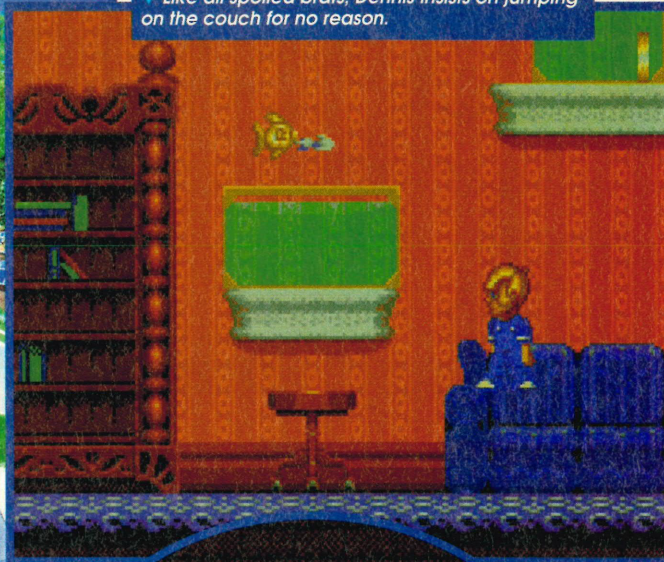
62°



▼ Not content with his water pistol, the cheeky scamp takes to aerial bombardment with a catapult.



▼ Like all spoiled brats, Dennis insists on jumping on the couch for no reason.



▲ No platformer would be complete without the old "collect a few coins" routine, now would it?

**Bad news for softies everywhere. Dennis the Menace is here, with hi-lights!**

# DENNIS

Let's take a step back in time. Come with me if you will, on a brief historical trip, way back to – oh I dunno, 1950 or sometime (Never said it was going to be a deep historical trip, did I?), when an unknown company called D.C. Thomson hit upon an idea.

"These young children of today..." mused Mr Thomson and his illustrious friends, as they fiddled with their severe sideburns and handlebar moustaches, "a very unruly lot and no mistake. Scant respect for their elders, and reluctant to take a stout whipping with the birch as often as they should. Spend too much time reading nonsense, that's their trouble.

Wasn't like that in our day, oh no." One by one, the directors realised the significance of what they were saying, and gradually, an idea dawned. Instead of punishing this spawn of Satan, why not cash in on their sheer wickedness by creating a "publication" that they could relate to? And lo and behold – the Beano was born.

Now I'm not sure what the Beano hero Dennis the Menace was like in the early days, despite chuffing on as though I really know what I'm talking about, but by the 1970s he was one mean kid. Walter the Softie and his bunch of girly "chums" were always in for a rough ride when Dennis and his faithful dog-that-looked-like-a-funny-black-sheep Gnasher

were around – and rightly so, the big poofs. Old ladies carrying their shopping, small girls with bags of sweets, rivals with new bicycles – there was no end to the mischief that Dennis could conjure up with just a pea-shooter and a length of stout twine. Dennis was one big bad lad, and no mistake.

But what's all this about? Well Ocean's Dennis is based on the film – Dennis. As in, The Menace. But... Dennis has blonde hair now. And it's combed straight. And... and that dog – that's not Gnasher, it's a Collie-Labrador half breed with a big dopey grin. It probably loves children and wouldn't say boo to the comedy postman. Oh, tragedy!

Dennis, you see, being based upon the





▲ If all gets too much for the sleepy Mr. Wilson, as Dennis is dragged to the potting shed and flogged.

film, revolves around the exploits of the American Dennis the Menace, created by Hank Ketcham around the same time as Thomson created their horror, and seen before now only in cartoon form in the middle of low rating ITV morning shows. Like Richard and Judy probably. Or is that the BBC?

Anyway, this inferior Yank Dennis isn't a total washout. He does get into a few scrapes, mainly with his neighbour, the bad tempered Mr Wilson. This, in fact, comprises most of the gameplay in what is yet another Ocean platform film conversion.

Dennis's parents – forward thinking people that they are – both work, and on this particular occasion their respective jobs

necessitate a joint absence from the family abode. Mr and Mrs Wilson, whilst not exactly willing babysitting volunteers, do agree to look after the brat, and oh, what comic capers ensue!

Dennis starts off in the Wilson's house, armed with a deadly water pistol, and generally wreaks havoc through a number of their most cherished zones, such as the park and basement, collecting extra weapons.

The game is all laid out very simply – too simply in some cases, I fear – and in some ways (don't get me wrong, this isn't a dig) reminds me of old games on the Atari VCS. It's a lot of the obstacles. They're reasonably well drawn and everything, but just move up and down the screen in a... well, east-to-dodge fashion, in a Keystone Capers kind of way.

As well as the water pistol, other similarly childish weapons are littered

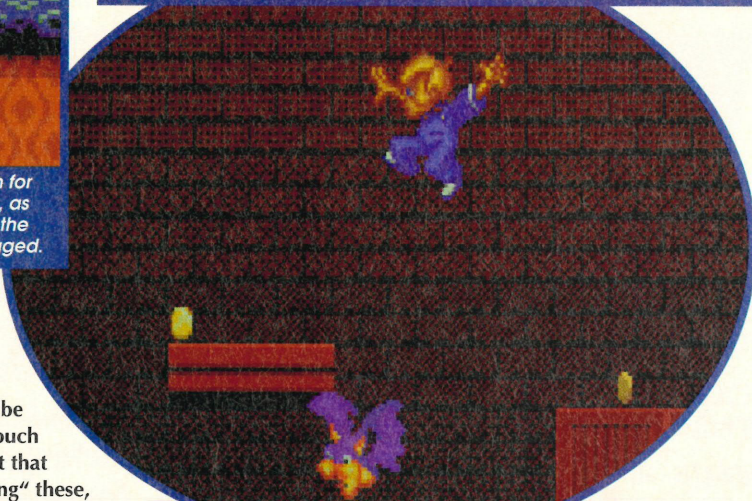
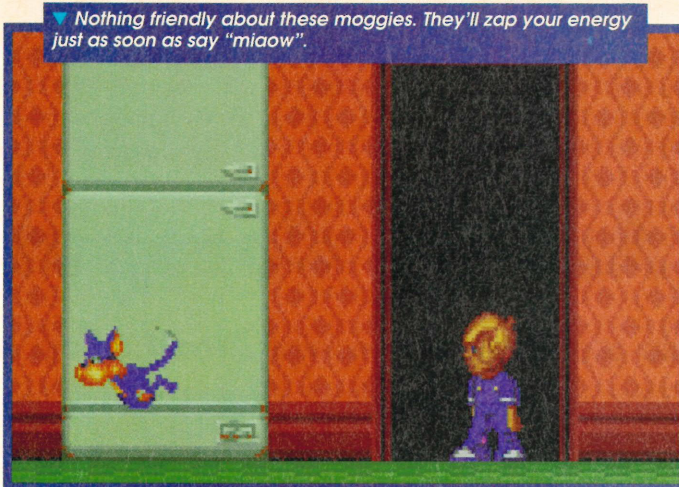
throughout the game, and these can (or at least, will when the game's finished) be selected at the touch of a key. The fact that Dennis is "packing" these, and doesn't rely on the head-stomp methods so common in platformers, keeps an element of comedy running throughout.

Some of the music is very strange indeed. For what is generally a jolly/brightly coloured/appealing-to-the-youngsters kind of game, one or two of the tunes in here sound more suited to a Sherlock Holmes

film than anything else.

Much of the collision detection is yet to be added to Dennis, and this will obviously largely determine how difficult the game is. At the moment, the "enemy" sprites are a tad predictable (not that it matters when you can't

▼ Nothing friendly about these moggies. They'll zap your energy just as soon as say "miaow".



▲ The birds aren't exactly Tweetie Pie either. It's worth a peck to get to the booty though...

get hurt!) and could do with a burst of speed to liven up proceedings.

That said, Dennis is a nice enough looking game, though it doesn't seem likely that the thirtysomething flight sim fanatics are about to be won around to platformery just yet.

▼ "Treasure!" cries Dennis, as he carries out a near perfect Take That impression



▲ A catapult, a coin and a raging cat. Not exactly excit-grab city, now is it, but Dennis seems happy enough.

... "keeps an element of comedy running throughout."

## PROJECT: Dennis

HOUSE: Ocean

RELEASE: Nov '93

TEAM: In House

PRICE: £25.99

### COMMENTS:

Nice though Dennis seems at this point, I can't help thinking that this might be a step backwards for Ocean, who over the last few months have shed their "one minute wonder" licence 'em-up image somewhat, gaining credibility for products such as European Champions and Jurassic Park. You never know with games like this though, and I'd need to know how Dennis did at the box office with the under 12s (thought you'd know that already, oh Blandmaster – Steve) before hazarding a guess as to the game's success. But if you're worried about their previous similar efforts, I promise it'll be a notch above those.

INSPECTED BY: Paul



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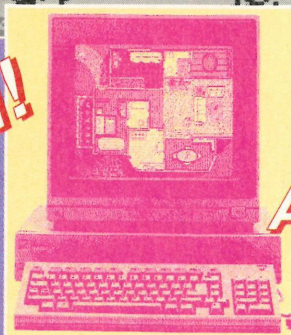
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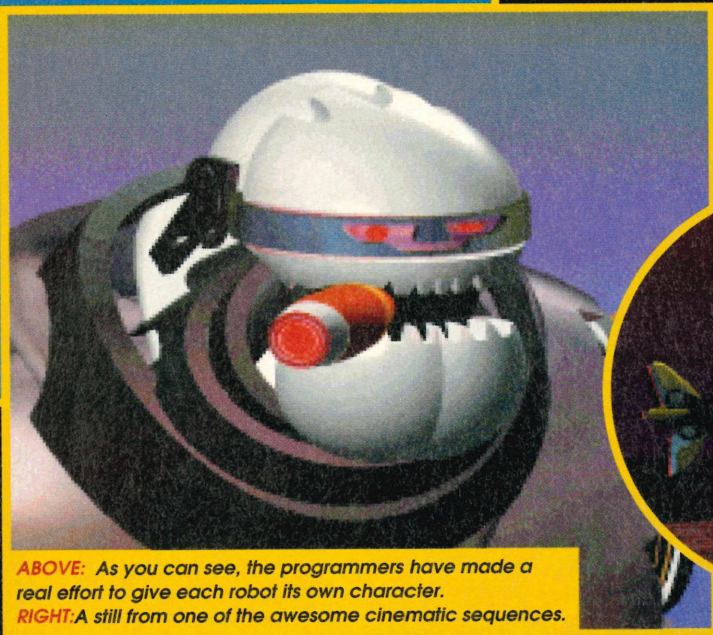
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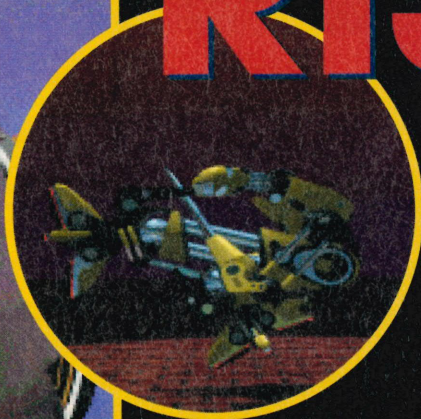


# work in progress

## RISE OF



**ABOVE:** As you can see, the programmers have made a real effort to give each robot its own character.  
**RIGHT:** A still from one of the awesome cinematic sequences.



**Want to know what you get if you take an ex-Bitmap Brother, mix him with a renowned publishing company, and chuck in bucket loads of the same state-of-the-art hardware they used for the dinosaurs in Jurassic Park? Read on and find the answer...**

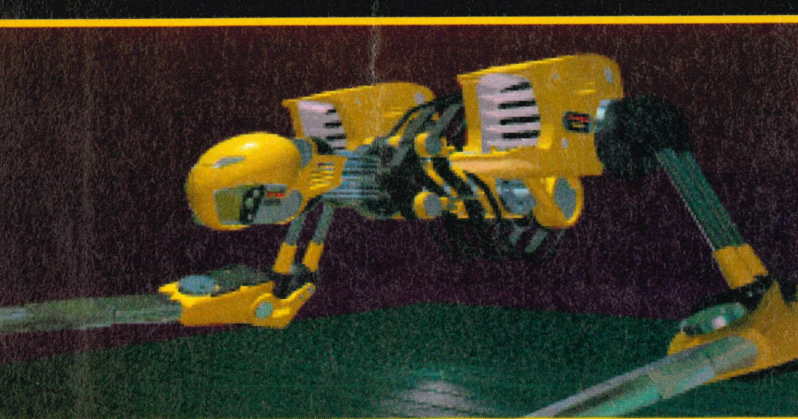
**BY: JOHN ARCHER**

**N**ot a million miles away from our own deeply groovy Amiga Action offices lies a small town languishing under the rather unlikely name of Congleton. It's quite an old town, and is probably pretty famous for something or other. But it most certainly is not the kind of place you'd expect to find what is perhaps one of the most adventurous and impressive-looking game projects yet attempted on the Amiga.

Pop into a certain small, semi-detached house just off the high street, though, and you'll soon be put straight on that. Beaver away on more heavy-duty hardware than you could throw Rumbelows at, are a five man team called Instinct Design and glaring spectacularly from the various monitors scattered about the place are the fruits of their labours, a ground-breaking monster of a project, *Rise of the Robots*.

The basic storyline to *Rise of the Robots* goes like this. Many years from now us clever humans develop a swanky robot called the Supervisor which is capable of actually running a vast robot-production factory all by itself. Unfortunately though, this super-robot gets infected with an Ego virus and goes bonkers, sealing off the factory and turning all the other droids into deadly guardians. The only option left to the humans is to send in a cyborg (a robot with a man's brain inside) to regain control of the factory. No prizes for guessing that this is where you come in...

This storyline has only become so complex as the project has developed. "It originally started out as just a beat'em up," said game designer and ex-Bitmap Bro Sean Griffiths. "Ages ago I came up with this idea for a game about robots fighting each other. This was back when *Streetfighter II* was big in the



**LEFT:** The Loader Droid, your first (and dumbest) opponent.  
**BELOW:** The 3D VC technique has been used to make some superbly atmospheric scenes.







**ABOVE:** From left to right - Andy Clark, Amiga programmer, Gary Leach, PC programmer; Sean Griffiths, Game Designer; Sean Nadin, 3D Modeller; Kwan Lee, Interior Designer.

# THE ROBOTS

part 1

arcades. There didn't seem to be many home computer beat'em ups around at that time, so I thought it would be good to try and put one together."

Other projects kept cropping up, so it was a few years before Sean got round to approaching Mirage with a view to getting his pet project off the ground. Mirage were so taken with Sean's idea that they decided it was worthwhile setting up their own in-house team to develop it.

By this time his ideas for the game had already started to grow. "Our main concern was to now make the opponents fight better, using some sort of Artificial Intelligence system," he said. "Then we sort of stumbled across this rendering technology."

'This rendering technology' was in fact some remarkable hardware capable of producing a technique known as 3-D Visual Contouring. Roughly speaking (I'm not much good on technical explanations, I'm afraid) 3D VC lets you create three dimensional objects within the computer that can be sculpted, manipulated and given movement in real time. The software makes it possible among other things to look at your 3D model from different 'camera angles' and automatically figures out any reflection or shading changes that might be caused by lighting the object from a different angle. "It can take a long time for the computers to render some of the designs," said Sean, "but we try to leave them doing it overnight where possible so we don't actually waste much of our own time."

The time and effort saved by Sean's team thanks to this technique is immeasurable (even though from scratch it takes 5-6 weeks to get a robot up and moving), and the results, as you might expect, are quite breathtaking. The game's graphics both during the fights and in the numerous 'between fights' cinematic sequences have to be seen to be believed - the animation and texturing of the enormous robots leaves any other game I've seen years behind.

Fans of the terrifying Tyrannosaurus Rex scene in Jurassic Park will already have seen what the 3D VC technique can do - and



**ABOVE:** The 3D VC system makes adding reflections and shading easy.  
**LEFT:** Another early drawing, this time of the armour-plated soldier droid.

Sean assured me that the techniques they were using to design their robots were actually more complicated than those used by Steven Spielberg and his crew.

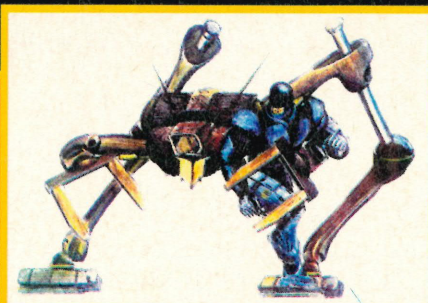
Sean was so impressed by the movie-like effects that could be achieved with the new technology that his ideas for Rise of the Robots grew even bigger. "As well as doing a decent game, we started to think about putting some sort of rendered film together," he said. "We thought we should try and make playing the game like being in a film, where you actually stay in the 3D world," Sean said. "So in Rise of the Robots there won't be any selection screens or stuff like that which would distract you from the world you're supposed to be in."

It was this wish to make the game feel like a movie which led to the development of the connecting 'cinematic' scenes. But it also meant that these scenes had to be as realistic as possible,

rooms for the robots to appear in.

Each of the six robots were designed to be from a different period of technological development, starting off with a chunky old loader and getting ever more advanced, until the state-of-the-art liquid metal Supervisor (shades of Terminator 2 here, methinks). Once these had been developed it was decided that the settings for each combat should change in line with the robots they contained. Kwan designed all the settings on paper first, before getting a software modelling company to render them in a basic 3D form ready for him to start adding textures and features to bring each room to life. He is currently working on making the rooms and exteriors look older.

And that is precisely what we'll have to leave him doing for this month. But don't miss out next month, when we'll be having a look at how the game's revolutionary artificial intelligence was developed, and see if Sean and his team can make the whole thing as good to play as it is to look at.



**ABOVE:** The original hand-drawn artwork for the exceptionally complex Crusher Droid.  
**LEFT:** Muscle magazines became an essential reference tool when designing the robots.

**BELOW:** Sean Griffiths: ex-Bitmap Brother, Rise of the Robots' Game Designer and part-time model.





# GIVING THE GA

If you keep ending up as puppy meat and shark bait or you don't know your Psi-amps from your handguns, you're obviously pathetic. But John'll help you out.

## THE FULL CAMPAIGN

While you might sometimes overhear one or other of the Minogue sisters being described as "not big and not clever", you most certainly won't hear the same said of Hired Guns. Finding all those fusion power core rings and bunging them into the coil generator is such an enormous task that it would be impossible to detail the solution to every problem you encounter. So instead here are a few general tips to make life on Graveyard a tad easier.

## DREAM TEAM

Picking the right squad for the job is crucial. Each of the twelve possible team members has their own strengths and specialities, all of which might come in handy at some point in the game. The key to selecting a good team is balance (remember to include at least one robot, though, because these can survive indefinitely under water). There is no single perfect team, but my own fab four are:

1. CIM-Lite - Not quite as resilient as CIM (lower physique value), but more agile (can withstand longer falls) and starts with an excellent Hyd-fluorine hand laser and 3 multi-directional Sentry guns.
2. Bonden - Fine support for CIM-Lite, with high physique and agility values. Unfortunately he doesn't start with a decent close range weapon, but you can easily

pick up the hidden mounted mini-gun near the campaign's start (see the switch section in SOLVING PUZZLES).

3. Cheule - Retains superb agility for surviving perilous drops while still having a reasonably resilient physique. Also has good weapons in the Naomi IV Assault Rifle and a grenade launcher, and a very useful Cure Poison Psi-amp. Can carry a lot too.

4. Jenillee - A much-needed battle medic. Low physique, but splendid agility, masses of experience and an excellent array of medical aids. Her rubbishy sonic stunner weapon needs replacing as early as possible.

## BASIC SURVIVAL

As you soon discover, Graveyard is teeming with vast quantities of severely hostile lifeforms all gagging to sink their teeth, claws, bullets or whatever into your oh-so-weak flesh. But hopefully the following tips will help make your life on Graveyard a little longer.

If you're moving as a party, always lead with your battle specialist. You never know what's round the next corner, but you can be sure it will be hostile, so have your best fighter ready to deal with it.

Always make sure before entering an unexplored area that all your

characters' weapons are in their hands ready for use, and check how much ammo they have left. This latter precaution is of course particularly important for characters using rapid fire projectile weapons like the mini-gun or assault rifles.

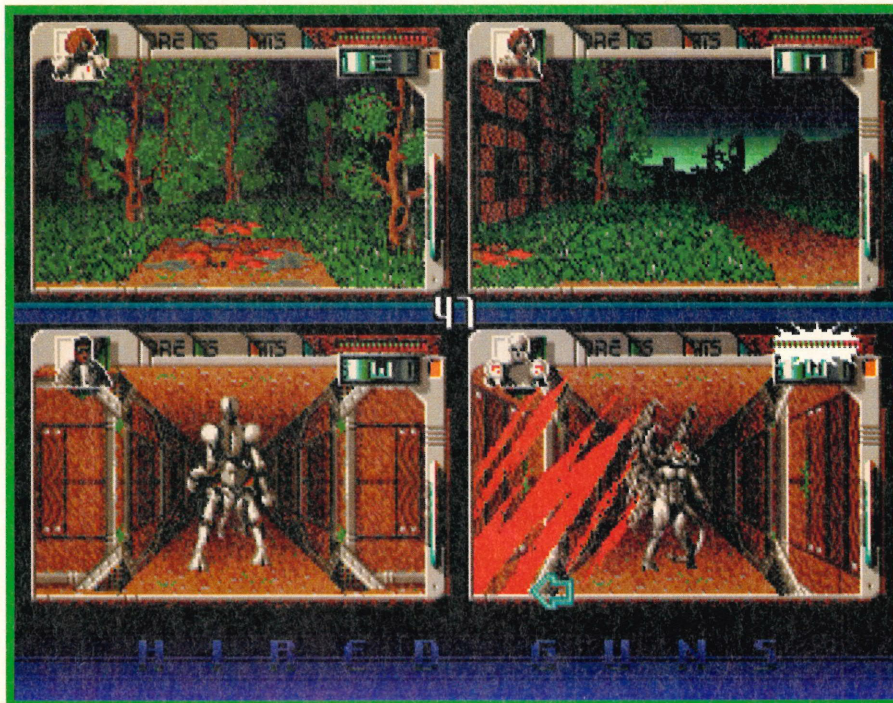
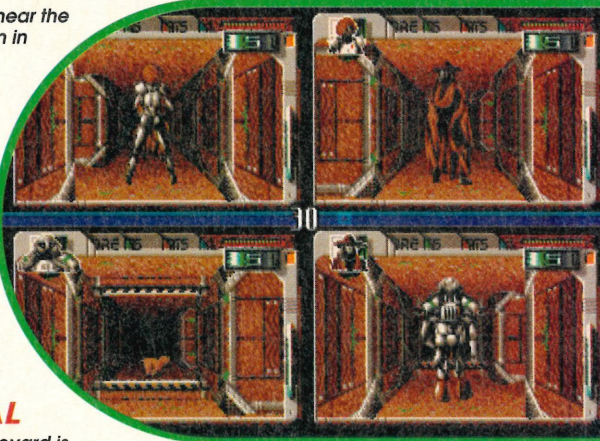
The best approach to searching a new zone, is to leave the weaker party members at the start point (as long as it is safe to do so) and just send in your fighters who clear a path to the end level for the others to follow. This prevents the chance of a weaker member suffering a surprise attack from behind. The only drawback with this approach is that the best fighters can't fall far, even though this may be necessary to find a key or card to finish some levels. Furthermore they won't have backup or medical aid if they get seriously injured and your weak team members might not last more than a few seconds if any creatures find their way to the start point. Luckily this doesn't happen too often.

When you first enter a new zone, your party frequently comes under attack almost immediately. Make sure you take control of your weakest member first, since they won't be able to take as much of a battering as everyone else.

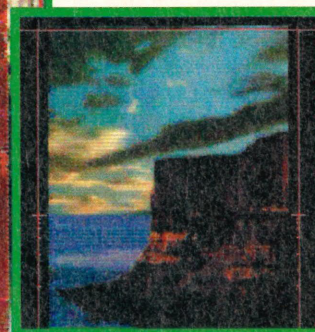
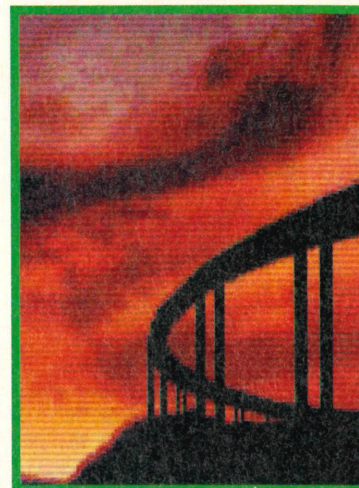
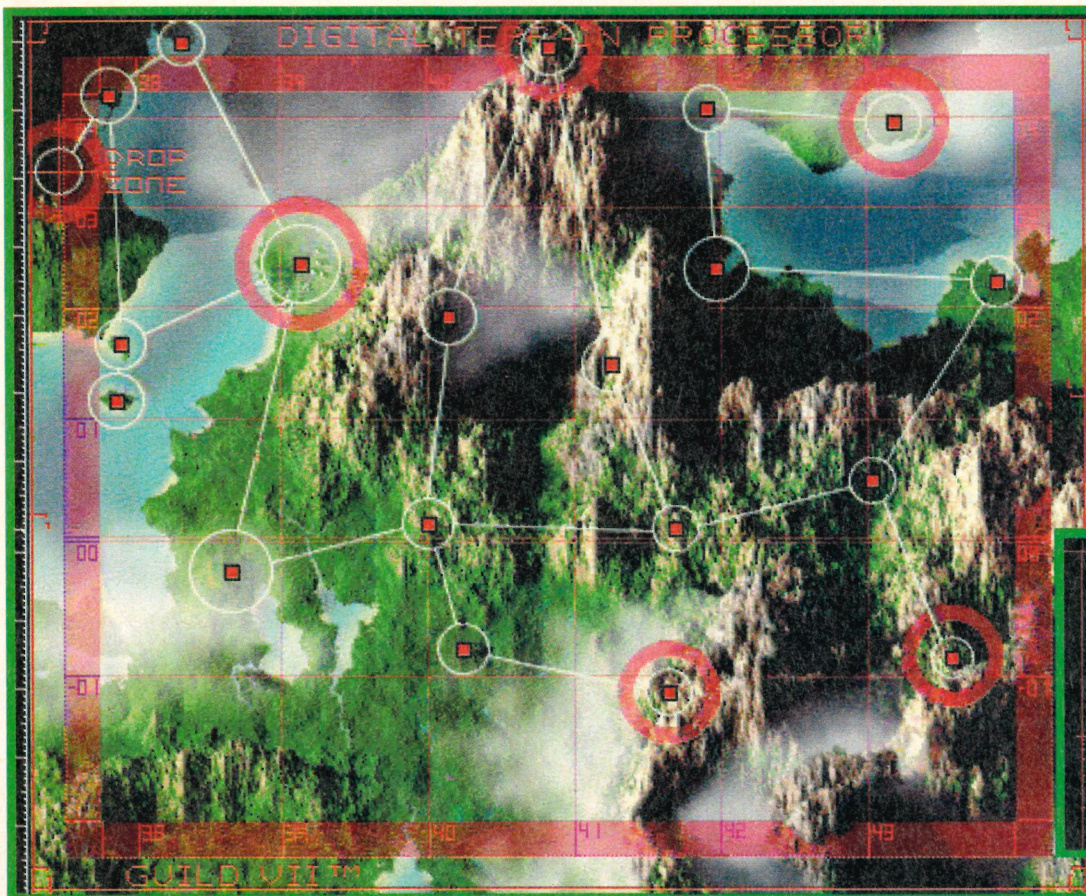
## BATTLE FEVER

In the heat of battle try not to panic. If you have to turn to face assailants make sure you do it carefully otherwise you'll end up pressing the mouse button too often and turning too far. Also, keep reloading your weapon every few shots rather than waiting for that dreaded sound of a trigger hitting an empty chamber... Try and engage tough enemies in an open place, so you can easily run away if necessary. The only exception to this rule applies when dealing with those giant seahorse thingies. These sometimes just stand behind open doors without actually coming through, so you can stand a few paces back from the door and blast away to your heart's content - as long as you remain ready to bid a hasty retreat if the beastie should suddenly come out after all.

Another point to remember is that thanks to







grenades you can actually take out enemies on levels below the one you're on. If you see some monsters' heads below you, just keep lobbing grenades down there until all seems quiet again. The added bonus of this mode of attack is that there is absolutely no risk for you. The creatures are not able to attack you, while you are also out of range of the grenade's back-blast.

making zones which you don't have to visit extremely difficult. This usually means, at least on early zones, that they're stocked up to the rafters with seahorses. Thus the easiest way to the first core ring in the Fusion Reactor zone is to go to the Abandoned Depot and then on to the Artificial Island (don't forget on this level to press the lift button at the bottom of the first deep shaft so it returns to the top for later use).

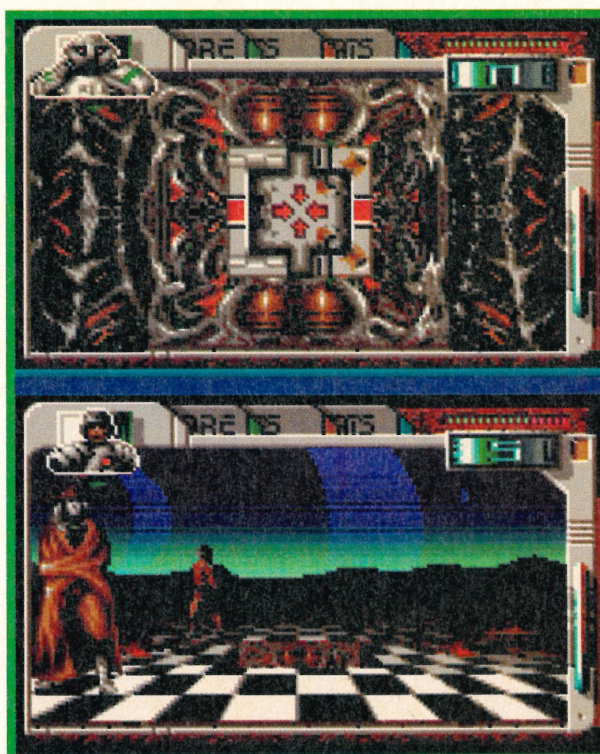
Sometimes though, a tough diversion might be worthwhile. For instance, while there doesn't seem much point in going into the Cave System at the very top of the map, there is certainly a lot to be said for taking on the Laboratory Test Site, just so you can get those extra special weapons I mentioned earlier. Remember that you can always go back through a zone that you have already

## WEAPONS

Basically, hand-held and single shot weapons are the best things to use against small targets like puppies and lizards, while the rapid-fire automatics are best against big targets. If you examine different kinds of ammo you are told about their different strengths and weaknesses against soft (tissue) and hard (metal) targets. So, having found out (the hard way, no doubt) what sort of enemies inhabit a level, try and choose your fighter's ammunition both carefully and accordingly. Recommended all-purpose weapons are the mounted mini-guns, CIM-Lite's Hyd-Fluorine laser and the Naomi IV Assault rifle - most of the others are either too low-powered or need reloading too often. If you're willing to take a risk to get them, other well-potent weapons can be found scattered around. If for instance you manage to survive the hordes of 'seahorses' in the Laboratory Test Site zone, you'll be liberally rewarded with a nifty rocket launcher and an excellent particle beam rifle (this makes wiping out the tough Ed-209's in the Fusion Reactor zone as easy as a piece of cake).

## THE MAP

The four core rings are found in the zones with the amber rings round them, so all of these levels must be explored. Choosing the best path to them is very important. Generally, the game tries to guide you to a certain extent by



# SHIRTS



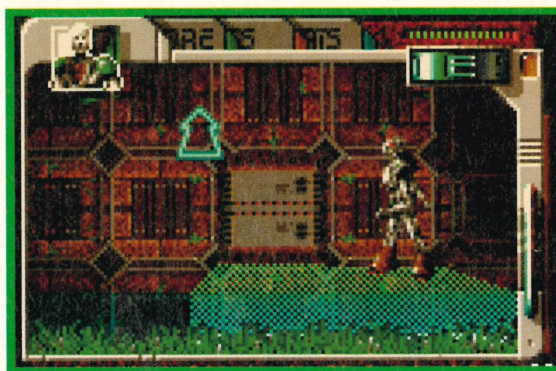
completed without having to actually do it all over again.

## SOLVING PUZZLES

Sometimes simply splitting up your party so someone can operate a lift for another chap stuck below is enough to solve a problem. But more often than not puzzles are generally solved by one of three types of solution: switches, psi-amps and movable blocks.

### Switches.

Switch puzzles tend to be the most difficult, as the switches can sometimes be both well hidden and a long way from the section of the zone which they affect. A good example of this can be found right at the beginning of the very first zone. Run round to the back of the first building you can enter, rather than going inside, and find the cluster of movable blocks in a corner. Pull one out, kill the alien which emerges, and then press the switch hidden round the corner behind the blocks. Now when you get to the section inside the complex where a series of three lifts take you to a security card on a small ledge, you'll



find that the wall to the left of the ledge has vanished. This lets you reach a mounted mini-gun hidden on another ledge above some stairs you came up earlier (make sure someone agile goes for the gun because you have to fall down a deep drop to get to it). Another very useful switch crops up at the start of the good old laboratory test site. Select one of your team to run North from the start between two columns and you'll come to a

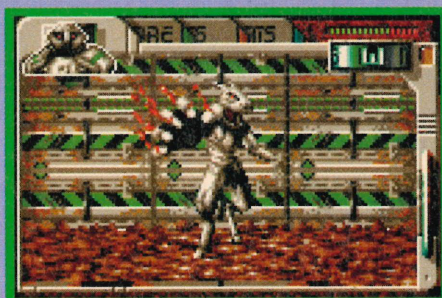
recessed switch. Press this and a square will open in the ground right next to the rest of your party in the middle of the patch of checked floor. Your team can now drop down this hole into the main caverns below without first having to go through the severely hazardous seahorse-filled trenches on the surface.

### Psi-amps.

While most psi-amps produce very obvious effects, it is sometimes difficult to see exactly why a particular effect might be useful. The best thing to do with a new psi-amp is try it out and think how the result might help you access a place you hadn't been able to before.

Here's an example from the first short action game, the Animal Enclosure. To the forward right of your start position there is a seemingly inaccessible door across a trough of water and half way up a wall. But you can get to it. Enter the main complex, go to the large cavern containing a horde of winged devils and take the first door on the right. In here you'll find a Psi-Amp Wall machine. Using this makes a 3D block appear in front of you. Take this back to the surface, drop into the water in

## Rogues Gallery



**Alien:** Can shoot you and cause great damage up close. Easily killed with mini-gun or Blaster.



**Bats:** Often attack in packs, but don't do much damage and are easily killed by most weapons.



**Puppies:** Dead cute but annoying enough to look much better splatted by a good handgun.



**Winged Devil:** Very tough and vicious. Use mini-gun or other rapid-fire weapon - not hand-guns.



**Squirrels:** These are actually tough and vicious killers. Only use fast automatics or explosives.



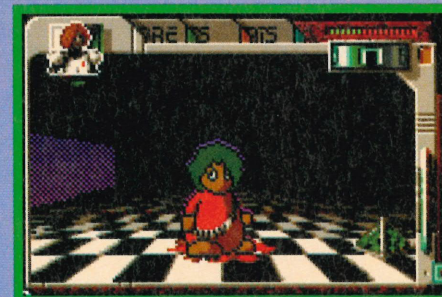
**Chris de Burgh's Lady in Red:** Even more horrid than the song. Grenades recommended.



**Seahorse thingy:** As tough as they get. Grenades or other explosive strongly recommended.

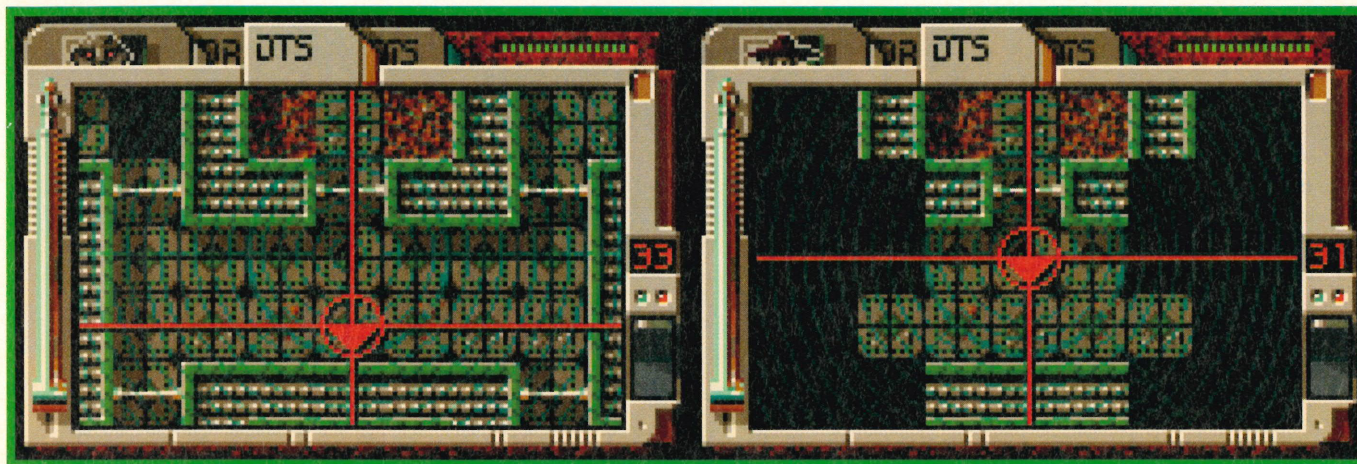


**Lizards:** Easy to kill with good hand-gun, but can poison humans with their bite.



**Lemming:** Shoots inferno and strong puncher. Let fly with rapid-fire weapon on sight.





front of the high door, and use a combination of the lift on your right and the wall Psi-amp to make and get on an artificial platform from which you can enter the door. Your efforts are well-rewarded: behind the door is Graveyard's

most powerful weapon - The Disruptor Cannon.

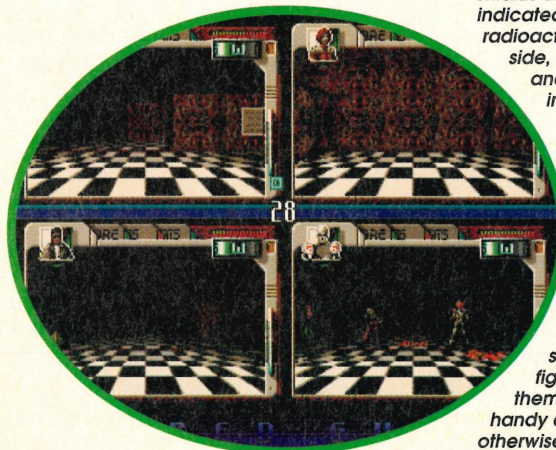
Most of the Psi-amps really are exceptionally useful. They come in four different types - weapons, healers, shields and specials. The special ones, indicated by a sign a bit like a radioactivity symbol on their left hand side, are by far the most interesting and often the most useful. They include the psi-amps for bridges, parting water, gills (so humans can breathe under water), and farsight (which greatly enhances the range of your map scanner, as indicated in the screenshots on the right).

## Movable Blocks.

These are quite simple to use in principle, but in fact it can sometimes be a real test of your spatial awareness (man) trying to figure out exactly how to best position them in each situation. They come in most handy as either a way of filling in an otherwise impassable gap or for pushing off



ledges to lessen the drop for the poor soul who has to try it. Usually it is worth taking a few moments to plan exactly how you are going to manoeuvre each block into the correct position - if you make a mistake you could end up getting a much-needed block stuck in an irretrievable position. If you're quick, you can also use blocks to trap enemies, which can be surprisingly useful if the enemy in question is a particularly vicious brute or, heaven forbid, you've might even run out of ammunition.



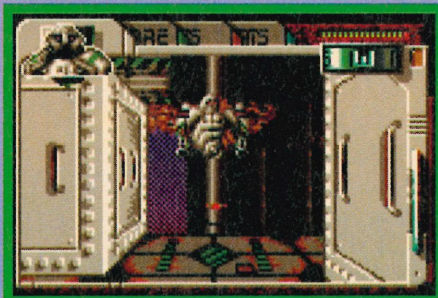
**Skeleton:** Nowt but a bag of bones, really. A burst from a ballistic weapon should suffice.



**Ed 209 lookalike:** Very vicious long-range killers. Stop 'em with mini-gun or particle beam rifle.



**Shark:** Jaws-size chops cause severe damage. Mini-gun fire sees them off.



**Gravbots:** Sharp shooters, but easily killed by an automatic with good hi-penetration ammo.

## MULTI-PLAYER SHORT ACTION GAMES

If you're playing with a friend and want to actually complete a section, there's not much to add to what I've already said. If, however, you really want to have some fun and just play a game where you want to kill each other, then here's a couple of things which might help. First, it's worth agreeing before choosing your protagonists that certain weapons are disallowed - CIM's mounted mini-gun, for instance - since these kill opponents too fast to make a decent game. Picking the same characters and sticking to the same weapons makes the competition most fun. In a two-player game, avoid making your characters into a two-man team because this doubles the size of the target for your opponent and means you can lose both men in a single attack. Avoid using mines and sentry guns unless you're good at remembering where you put them... Finally, if you're in a big room (the Lemmings War level is a good one for shoot-outs) try standing with your back against a wall looking out across the room. This lets you see an approaching opponent early, often without him being able to see you. And, of course, nobody can creep up on you from behind (thanks to my brother for that one). And that is that. Well, except that is for my apologies to all you ardent 'rogue rat' fans out there, since I somehow forgot to put a screenshot of these far-from-cute little critters in our otherwise marvellous Rogues Gallery. Sorry!

# S N G U N S F I R E D



## Blue Angels

**Publisher:** Hit Squad

**Price:** £9.99

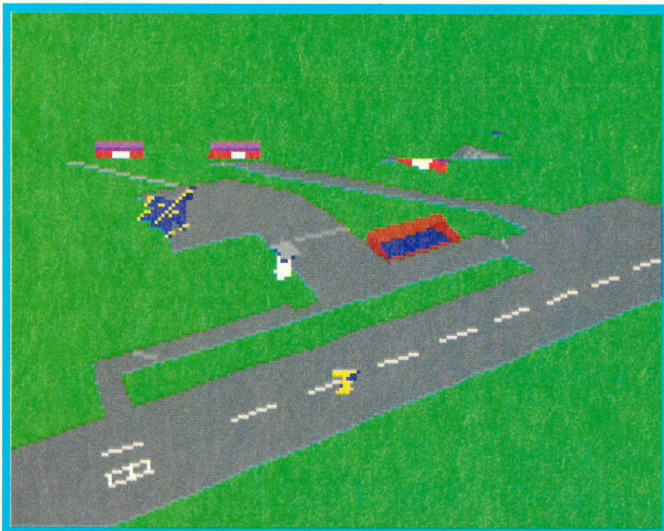
**N**ow this is the life. There's a spectator option on this here thing, so I can load it up, sit back and enjoy myself. Here we go. Ah, there they are – The Blue Angels, daring to a man, and ready to risk life and limb for the good of the excited paying onlooker.

Now how about a low fly by? Blimey – that's impressive. Or is it? It looks nice enough, but, well, there isn't much in the way of speed. I wonder what happens if I choose the half speed option? Oh I see, they go slower. Right.

I'm getting restless – let's try a whirl in the old bird. Practice Airshow would seem to be the best way to become a Blue Angel, so here we go. Whoa! Graphics are a bit jerky there, so let's go for the free flight. Lordy, still the same, I'll never get anywhere at this rate. Never mind, it's reasonably good fun and there are loads more options to explore. Hope they're a bit quicker.

**REVIEWED BY:**  
**Paul**

**SCORE 70%**



## Monkey Island

**Publisher:** Kixx XL

**Price:** £16.99

**I**t seems to be so long since I played this game, when in reality, it can't be much over a year. It was good then to get a chance to again play what is undoubtedly one of the best adventure games ever.

The now legendary Guybrush Threepwood is the star, and must fulfil his ambition of becoming a fully fledged pirate whilst visiting the aptly named Melee Island.

The system that has made Lucasfilms adventures the best for some time, the SCUMM point and click system, is used, making the game unbelievably user friendly, and it really is a joy to play.

The graphics are a treat, and the interactive music system is used to good effect in creating the atmosphere. My only gripe is the one I had when the game first appeared, it's too easy. At least, that's the way I found it to be. Don't let that put you off too much though, you will certainly have a great deal of fun while it lasts, it's just a shame it doesn't last longer.

**REVIEWED BY:**  
**Steve**

**SCORE 90%**

## Crystal Kingdom Dizzy

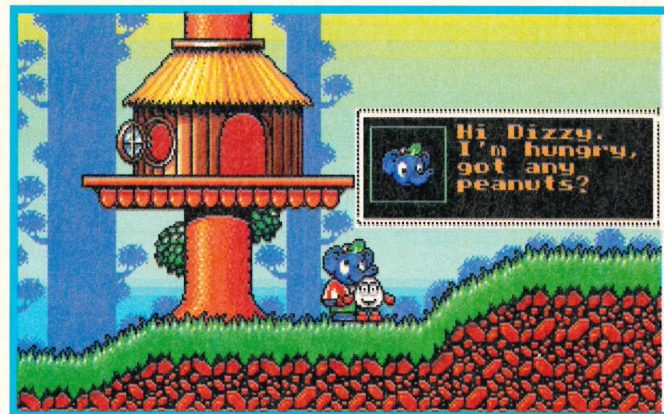
**Publisher:** Codemasters

**Price:** £9.99

**C**odemasters first attempt to introduce their very own superstar into the full price arena occurred earlier this year with the release of Crystal Kingdom Dizzy. This policy must have been successful because Codemasters have now decided that full price is the way ahead for them.

However, Crystal Kingdom Dizzy is now appearing as a budget release at the much reduced price of £9.99. Dizzy's quest this time is to retrieve Zeffar's crystal chalice, crown and sword. This adventure takes the player through four enchanted, mystical areas, each a game within itself, namely the Yolkfolk village, Captain Blackheart's pirate ship, a desert island, and finally to the Crystal Kingdom. Also, each area can be played separately thanks to a password system.

The gameplay is standard Dizzy fare, and to be honest, if you like that kind of thing, you will most certainly enjoy this one.



**REVIEWED BY:**  
**Paul**

**SCORE 72%**



# Huckleberry Hound in Hollywood Capers

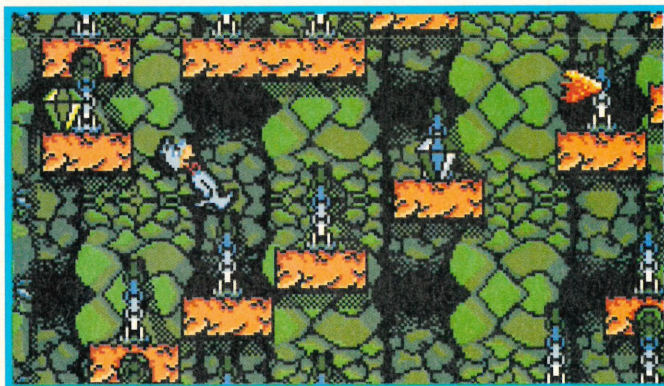
**Publisher:** Alternative Software

**Price:** £9.99

Things are looking a bit bleak for the wet-nosed songmeister. Huck Hound – Hanna Barbera's darling pooch has had a break-in. Gusp! Apparently, some other cartoon character called Wee Willy, a cute and cuddly chimpanzee, has run away with Huck's vast collection of diamonds and Oscars.

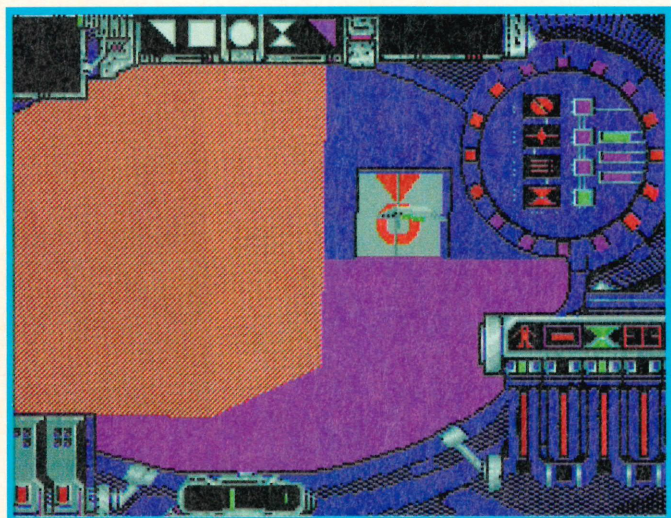
Quite how the said canine came by these gems, and exactly what he did to earn the Oscars are questions left unanswered, but the important thing is to get them back.

Alternative are aiming this platform – er, not romp, so much as trundle, at the younger Amiga owners (ie. 5-10 year-olds). As a cheap, entry level few hours of fun, it does a reasonable job, with the hound bounding over barriers and dodging baddies to retrieve his stash. Older players need not apply, but the kids'll have fun.



REVIEWED BY:  
**Steve**

SCORE **65%**



## Cybercon III

**Publisher:** Kixx XL

**Price:** £12.99

Whatever happened to Cybercons I and II then, eh? Well, they don't exist. See, Cybercon III is the name of a dirty great computer, not a sequel to previous efforts, or an attempt to cash in.

This big computer controls hordes of robots, who, in true robot fashion, are intent on causing mayhem and destruction. And – guess what? – it's up to you to stop it. Er, and them. From wreaking havoc, that is.

The polygon graphics which make up this mythical world are both colourful and huge, and the game is played through your eyes, so to speak. Everything moves at a fair old speed, the puzzles and mazes are complex, (and somewhat absurd at times) making for what is one of the biggest and best budget games of recent months.

REVIEWED BY:  
**Steve**

SCORE **91%**

## Hook

**Publisher:** Hit Squad

**Price:** £9.99

Gadzooks! Peter Pan is all grown up! He's doing grown up things too – in fact he's even had some kids. Trouble is though, Captain Hook hasn't changed, and in an evil attempt to pay Peter back for looking good in a green singlet in tights, he's spirited the junior Pans away.

Of course they need to be rescued, and that's your job, by walking, pointing, clicking and generally gleaning bits of info here and there.

The graphics are colourful, but average, and the interface and interaction, while workable, are certainly no breakthrough, and as always in games of this kind, the humour is dire. Hook was said to be easy in the full price review about 18 months ago, and marked accordingly. The fact that it's priced at a tenner makes it more attractive, but with Monkey Island just a few quid more, I know what I'd go for.

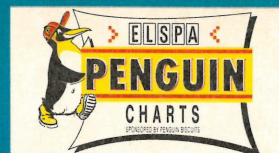
REVIEWED BY:  
**Paul**

SCORE **80%**





# BUDGET CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE
1	1	<b>PROJECT X</b>	TEAM 17	£12.99	SHOOT'EM-UP
2	2	<b>ALIEN BREED: SPECIAL EDITION 92</b>	TEAM 17	£10.99	SHOOT'EM-UP
3	3	<b>F17 CHALLENGE</b>	TEAM 17	£12.99	RACING
4	4	<b>FIRST DIVISION MANAGER</b>	CODEMASTERS	£7.99	SPORTS SIM
5	5	<b>TRIVIAL PURSUIT</b>	HIT SQUAD	£7.99	PUZZLE & QUIZ
6	12	<b>PIRATES!</b>	KIXX	£12.99	STRATEGY
7	8	<b>DIZZY: PRINCE OF THE YOLKFOLK</b>	CODEMASTERS	£7.99	PLATFORM
8	17	<b>MANCHESTER UNITED EUROPE</b>	BUZZ	£9.99	SPORTS SIM
9	★	<b>QWAK</b>	TEAM 17	£12.99	PLATFORM
10	9	<b>POPULOUS &amp; PROMISED LANDS</b>	THE HIT SQUAD	£12.99	STRATEGY
11	11	<b>JAMES POND</b>	GBH	£7.99	PLATFORM
12	14	<b>F16 COMBAT PILOT</b>	ACTION 16	£9.99	FLIGHT SIM
13	★	<b>SUPER SPACE INVADERS</b>	HIT SQUAD	£9.99	SHOOT'EM-UP
14	15	<b>MIG-29 FULCRUM</b>	HIT SQUAD	£12.99	FLIGHT SIM
15	★	<b>688 ATTACK SUB</b>	HIT SQUAD	£12.99	SIMULATION
16	18	<b>HERO QUEST</b>	GBH	£9.99	RPG
17	6	<b>RBI 2</b>	HIT SQUAD	£7.99	SPORTS SIM
18	★	<b>CHESSMASTER 2100</b>	MINDSCAPE CLASSIC	£14.99	STRATEGY
19	13	<b>LOTUS TURBO CHALLENGE 2</b>	GBH	£9.99	RACING
20	16	<b>TENNIS CUP 2</b>	KIXX	£9.99	SPORTS SIM

★ = RE-ENTRY    ★ = NEW ENTRY

**N**umber one for the third month running is Team 17's Project X, and as for the rest of the top five – it's all got a touch of déjà vu about it, I think you'll agree. Highest climber is KIXX's tale of robbery on the high seas, Pirates!, which climbs six places to number six. Maybe this can penetrate the top five next month to break Team 17's stranglehold on the top places. Big losers are WWF Wrestlemania and The Addams Family, both by The Hit Squad and both dropping from the top 20, the latter after only one month in the chart. Another faller this month is RBI 2, down a massive eleven places. You fickle fickle readers you.

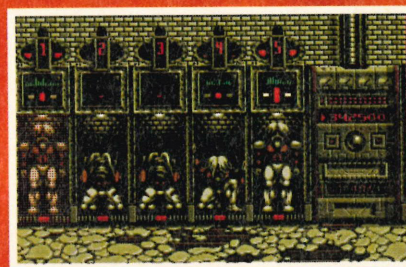
Charts written lovingly by Neil, which is the one and only thing he did!



▼ F17 Challenge. Third in the trio of top-selling Team 17 budget games. Again.



# BRUTAL FOOTBALL



## FOOTBALL WITH A NEW SET OF RULES. NO RULES!

Do you like hard action but reckon that American Football is for granny's tea party? If you do, then Brutal Football is for you. Grab that ball, stomp the other guy and run boy run coz you'll be lucky not to be skewered. The object: put the ball in the goal. How you do it is up to you. Enter the slambang world of Brutal Football where heads will roll and where injury time means just that.

- One or Two player game
- Four breeds of rock hard player
- Head to head, all out combat
- Masses of pick ups
- Laughs. Blood

90% AMIGA COMPUTING  
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November 1993  
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Millennium Interactive Ltd  
Quern House  
Mill Court  
Great Shelford  
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# Destination: Acorn World

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the talking head.  
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Discover why children are jumping off  
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New solutions ●●

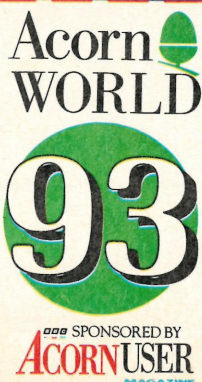
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# competition



## ALL OUT WAR!

Whether or not you hid behind the cinema seats, or laughed yourself silly at the sight of Tetley stalwart (and part time supporter of "the bread wi nowt taken owt") Brian Glover getting pulled through the roof by a slobbering beastie, most will admit that Alien 3 was a pretty smart film.

Er, OK then, so it wasn't the most imaginatively scripted piece of cinema, and neither was it likely to be shortlisted for any acting awards, but it was alright. Wasn't it?

Oh, it doesn't really matter what you think, because it isn't the film we're concerned with here, it's the Alien aura, the atmosphere, the... the... EXHILARATION of the whole thing. That's where it's at, and we'll tell you why...

Alien War is a brand new space combat experience, something along the lines of the other ones. Only better. And with Aliens jumping out at you from the walls, and stuff.

It's located at London's Trocadero Centre just off Leicester Square, and you - yes YOU - and a lucky friend can be winging your way there to shoot the shine out of each other courtesy of Amiga Action and Virgin. In fact, mainly Virgin, to be perfectly honest.

As is the usual way, answer a few questions below, send the coupon in, and the first correct one out of the second hand jiffy bag will get to take a friend, free and gratis, down to London to be one of the first - and, er, second - people to experience the thrill of killing loads of gibbering aliens.

Ten runners up can also go to the Alien War experience if they want. But they'll have to pay for it themselves, because we're sending them copies of the excellent game.

**Win a trip to the Alien War, plus copies of the game to boot!**

**Question 1/ Remember Ripley? She was bald wasn't she? From the people below, who still has a healthy head of hair?**

- a/ Duncan "tree" Goodhew
- b/ Telly "lolly" Savalas
- c/ Anne "Anne" Robinson
- d/ Duncan "again" Goodhew

**Question 2/ Aliens are scary. Which of the following are also scary?**

- a/ Andi Peters off children's telly.
- b/ Toast.
- c/ Andi Peters off children's telly eating toast.
- d/ Being kissed by a little known aunt who sports a hairy mole and tash.

### Scary competition

**Question 1:**

**Question 2:**

**Name:** .....

**Address:** .....

.....

.....

**Postcode:** ..... **Age:** .....

**Send your entries by the 20th November to "Scary competition", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.**



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# Win Win





These are just some of the myriad of awards on display in US Gold's reception area.

# behind the US

US Gold will be celebrating their tenth anniversary very soon, and during that time they have built themselves a very healthy reputation for producing a great deal of top quality computer software.

For this reason they seemed like the ideal candidates to appear in our Behind the Scenes series. So, after a multitude of frantic phone calls the visit was finally set up and it was all systems go.

We arrived and, after a slight altercation with one of the CentreGold company directors over who actually had more right to park in a particular place, we advanced into reception. That is after we moved the car to the right place.

We were greeted by the one and only Bridgett Hirst, communications manager for US Gold, the vital link between the company and the magazines. When brief pleasantries and apologies for the lateness of our arrival were out of the way, it was straight down to the real business at hand.

After an exceptionally whirlwind tour of CentreSoft, one of the main distributors of leisure software in the country, the first port of call was to go and see good old Bob Kendrick, US Gold's production manager.

"What we do as a department is to take every project from concept through to finish. In essence, we get an idea given to us on any product, then we'll ensure that we get the designs correct, making a point to recognise the style of US Gold," he said. "Where we have difficulty is when we have to make that conform to one of the various licenses we have, like Lucasfilms, so we have certain restrictions against the way that their logos are used. We must be prepared to adapt fairly easily to their conditions and hopefully create an identity for our company in conjunction with them."

That's not all that there is to being a production manager though. As Bob explained, they have to control the packaging right down to the last minute detail. They even go as far as ensuring that the emphasis in the manuals is correct in around nine different languages and that they have enough different bar codes to cover all their products.

OK, that's packaging and production dealt with, now on to software production. The guy we were introduced to, Steve, was exceptionally camera shy, so don't bother looking for a piccy. Anyway, here's what he had to say for himself.

"Producers administer the game from start to finish. Because we don't have any in-house programmers at US Gold, we have to use programming houses, people like Probe. What we do

**After we had unravelled the infamous Spaghetti Junction we arrived, camera in hand, at US Gold's famous Birmingham headquarters.**

BY: **STEVE MCNALLY**

- 1: Kixx brand manager Craig Johnson laughs at Roger's lack of photographic prowess.
- 2: Bridget models a highly sought after Kixx t-shirt.
- 3: The back view of above mentioned shirt.





# SCENES GOLD

once they've programmed it, is to look for quality and make sure the game is delivered on time. Also if it's a conversion, we check how close to the original the project is and if it's an original we have input on the storyboard. Generally we are here to make sure the programmers meet their milestones."

It has to be said that Steve did exceptionally well amid a constant barrage of interruptions from the crowd that always gathers whenever someone feels under pressure. We thought it best to move on at this point and decided that the marketing department would be the ideal place to end our little jaunt.

A quick mention must be given at this point to the US Gold and CentreSoft warehouses which we passed on our way to the PR department. They are huge, and it would be any Amiga owners dream to get in and have their pick of the products. It really does seem as though absolutely everything worth having is in there.

As expected, the marketing department was a hive of activity, so much so that for some inexplicable reason, John's dictaphone decided to pack in on me.

Nice one! Fortunately I can remember what was said and will give you the general gist of what was going on, as I am not the type of person who can quite happily make up quotes.

The conversation soon got around to that old chestnut, how do you feel about the major developers, such as Lucasfilms, ceasing to develop new products on the Amiga? The general feeling we got was one of exasperation on the part of the company. The market is still there and viable in the UK, but just doesn't exist stateside. Therefore, it just isn't worthwhile American companies like the ones mentioned putting time and effort into projects when they just aren't going to reap the rewards.

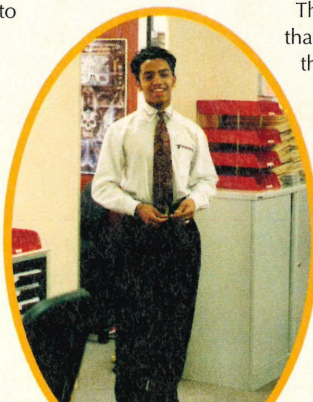
One area that US Gold are striving to extend is budget games, which unfortunately is inevitably the way the Amiga games market will go over the next couple of years. Kixx XL brand

manager Craig Johnson explained that they see a mid price point establishing in the market as the way forward. You only have to look at the recent arrival of Monkey Island, at the cut price of £16.99, to see this. They say that this goal is only achievable if quality becomes the byword. No one is going to buy say, WWF for this price, but they will go for something that has a bigger name.

The overall impression I got from US Gold was that they are, as you would expect, a very professional organisation. The news about plans for expansion of the Kixx range is heartening, while it was a little depressing to see all the amazingly impressive products they have planned knowing that the vast majority of them would never see the light of day on our beloved Amiga. Hopefully, as Sierra are doing with Revolution Software and King's Quest VI, more companies will begin to commission British programmers to do conversions instead of simply not bothering.



The US Gold warehouses contain an amount of Amiga products beyond your wildest dreams.



It's all happy, smiling faces at US Gold. There's nothing quite like a contented workforce.



6

- 4: When a product is ready, it still needs boxing.
- 5: Distribution is a vital part of the US Gold framework. No products in the shops - no sales!
- 6: Production manager Bob Kendrick (left) and some bloke we're not supposed to mention.



4



5



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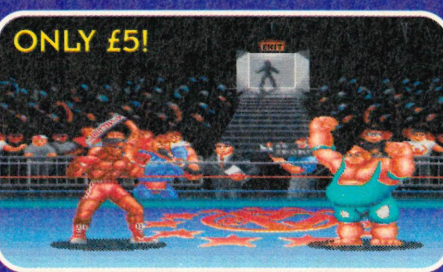
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AA Review  
April '93

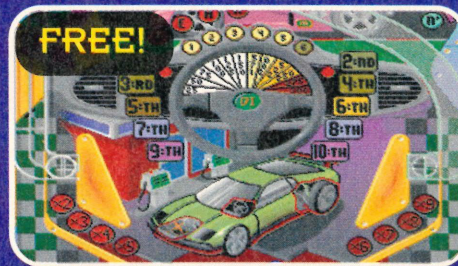


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November '92



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# TALKBACK

## INCOMPATIBLE

I was impressed by the review of the CD32 system in last month's issue, but before I decide whether to buy it or not, I would like to ask a few questions.

a/ Is the Mega CD software compatible with the CD32 system, and vice versa?

b/ Is the Mega CD and CD32 software compatible with the Phillips CD system?

c/ Is CD32 going to be the first and last Amiga CD machine, or is it going to be really worth waiting for CD32 - The Sequel?

James Hayton, Altrincham.

a/ No - that's like asking if MegaDrive carts will work on the SNES.

b/ Again, no.

c/ Well, it certainly isn't the first Commodore CD machine, though the chances are it will be the last for a while. Commodore have a lot riding on their latest baby, and

should be too busy marketing it to even think of superseding it at this point. So the wait for a successor might be a long one.

## CHEEKY CHAP

As a person who has lost interest in the computer scene, I needed to contact some old friends for their advice on how I could go about selling my Amiga. The immediate response was Amiga Action. I went down to the shops to check out your magazine and its advertising facility, "Swap Shop".

Admittedly, I did not have sufficient cash to purchase your fine editorial, with its disks full of demos and stuff, but was hoping that you could publish my ad in the next available issue.

I understand that ads consisting of less than 20 words are free of charge. For this reason I have not enclosed a cheque.

Thanks in advance,

Mark Hawkes, Woodley.

No Superleague squabbles, no complaints and no Nick Merritt! Ah... this is certainly the life.

Let me get this right. You weren't prepared to spend any of your money on buying a copy of Amiga Action, but you want to take advantage of our free "advertising facility"? I am not very impressed by this kind of attitude. So I advise you to take a running jump into the nearest pond.

## OLD HAT

I notice that in the GTGA section, you never seem to print any solutions to games that are old, or available on budget. Why not print solutions to the older games - there are all kinds of older games, such as Monkey Island, Loom and the Infocom adventures, that people seem to struggle with.

Other mags do this, so why not you? Don't come up with that old and sad cliché "We want to be different", as when a solution to a

game I have is printed in another magazine, I buy theirs instead. I'm certain you've thought of this before, being average intelligents, and I think this would really boost your sales.

Thanks for listening, if you haven't already tossed this into the rubbish bin.

Katherine Gillespie, Blakelaw.

Since you mention it, let's take a look at Monkey Island as an example. It's in the budget section this month, but we have already printed a solution to it many moons ago, as indeed we have for most now aged games. You aren't the only person to bring up this point though Katherine, and although we don't ever intend to become as famed for repeats as the BBC, we'll see how others feel on the subject, and maybe oblige.

# STAR LETTER

## DAFT DATES

I'd like to say that although I don't have any particular allegiance to any one Amiga magazine, the improvement in Amiga Action has been amazing from its origins of thin, no coverdisk publications to now what is probably the best Amiga games mag in the world. BUT, I do have one complaint which started out as petty, but now has really got my back up. I have just purchased the October issue of AA on August 26th. OK, fine - until you realise I was looking for the September issue, which I now gather was out some time in June. This is the second time I have missed out on an edition due to the ridiculous release dates. Does this mean the Christmas edition will be out some time in mid October?

I realise that to be competitive means getting the newest stuff into the market as quickly as possible, but no newsagent can give space to more than one edition of the same magazine, so the latest one goes on display and the rest disappear. Other mags do it, but AA seems to be the worst culprit - obviously because you have more to publish.

In future, could you please either put the magazine out much closer to its intended month,

or even seriously consider becoming a fortnightly publication.  
Robin Fraser, Inverness.

The month printed on the front of our mags is of little or no relevance to the readers, except for reference purposes. As for the September issue Robin - that was on sale from 29th July. Your complaint seems to be that you miss issues of Amiga Action because they are on sale before the published date. Quite simply, a new issue goes on sale exactly every four weeks, totalling 13 issues a year, and anyway, where were you in June when the August issue was out? Of course we want to be first with reviews and the like, but not to the point where we bring out our December issue in April just to "beat the rest".

The publication date of the next mag is given on the Next Month page: I think you're getting slightly confused Robin, and putting far too

much emphasis on irrelevancies. If it all gets too much, why not take out a subscription and save all the apparent worry? In the meantime, have a free game!



Fortnightly? We need to get at least some sleep, you know!



## HATE CAMPAIGN

I cannot trust in your magazine reviews any more, and will show you a couple of examples to back up my statement. The budget game Budokan which you reviewed recently looked a promising game. I was going to buy it, but noticed that another Amiga mag gave it just over 30%, while you gave it 83%. Who am I to trust?

Your rating is way too high. The game Abandoned (Places - Ed) 2 which you rated at 84%: I know that many people would agree that it does not deserve such a high

percentage. It doesn't end here. Can I trust your hardware opinions? When the A500 came out, you claimed it was the best invention since the wheel. It wasn't long before you were saying "You poor 500 owners, why didn't you wait until the 600 was released?" Of course, a while later it was "Fling your A600s in the fire, get the all new A1200!" And now, "Throw away those old machines - get the CD32." If I was to get it, the Super CD32 would probably come out. What I'm trying to point out is, when new machines come out, you shouldn't abandon the older machines - ENOUGH!

ENOUGH! - Ed.

Padraig Liggan, Bailieborough.

Right, sorry to cut you off in mid-flight Paddy. Yes, we gave Budokan 83%, which Steve - and myself too, actually - thought was thoroughly justified. Differing scores will always be a point of contention, although to accuse us of overmarking AP2 is rather unfair, since, as far as I can actually remember, only one other mag gave it a lower score.

Where do you get your quotes from? The A600 was released before my time on the mag, but I seriously doubt whether any editorial read along the lines you've detailed above. And as for your "Fling those A600s in the fire" and "Throw away those old machines" horlicks - what the hell are you talking about?

Any criticism of Amiga Action is listened to, and, if relevant and possible, acted upon. That's why we have surveys. But the kind of half-cocked gubbins that you spout serves no other purpose than to keep the cleaners in a job.

## NO LIFE

I am an 11 year-old pupil of Sir Bernard Lovell in Bristol. We are doing a course in Integrated Humanities on a personal research study, for three months. I would be extremely grateful if you could give me some information on how computer/console games affect a person's social life and way of living, as I am building up my resources.

B.M. Wilson, Longwell Green.

Well B.M. - computer games don't affect my social life very much at all. Although I do enjoy the odd stint on Sensible Soccer or The Chaos Engine, I also spend a liberal amount of hours each week drinking beer in the pub with me mates, or seeing my friend of the opposite gender.

This isn't always the case though, and sadly the games take over in some people's cases. Take John for example: he's a painfully thin and pasty faced individual who, when not marvelling over Cover Girl Strip Poker, can be found scouring the flea markets of Derbyshire in search of an Amiga game that he hasn't yet played. Social workers and psychiatrists have come and gone, but still no marked improvement in his outlook on life, possibly due to the fact that he hasn't got one. (Oi! - John)  
*Disclaimer: the above is an opinion of Paul Roundell as an individual, and does not represent the views of Europress Interactive.*

## LOADSA MONEY

I am at a bit of a loose end and I'm not sure what to do. I'm allowed to get something for my computer, but I'm not sure what to get. So please can you help me. I could get a printer and a second drive, or a hard drive, or I could get one of those new CD32 things.

I'm at school, so I suppose a printer would be a good idea, but then again, hard drives are handy things to have. If I got a CD32, it might be a good idea, because CD is the technology of the future and I am always open to new

technology. What do you think? If you think I should get a printer, then which one, or maybe a hard drive would be better, or perhaps the CD32. Please help as I'm not sure which to get, as I can't get all of them.

P.S. I think Amiga Action is the best mag out.

L. Mlingroosingh, no address.

Oh, my head hurts! Well basically, er, L (will people please put their full names on letters!), it's like this. If you're into games in a big way, then a CD32 would probably be a good buy. Then again though, perhaps you're into adventure or strategy games - real eight disk treats - so I suppose a hard drive would be a good piece of kit to have. CD32 is the latest thing though, so perhaps... but no - there isn't very much software available just yet, is there?

How about maybe getting a printer AND a hard drive? You can't get both though, can you? Well how about a CD32 with a, er, second drive - oh, I just don't know! (Wibble).

## GIBBERISH

Amiga Action is the best, it's a better mag than all the rest. The features, the reviews, every page is gold. Hey even the coverdisks, they're wow! So listen all those other mags, you're all too old and cold, 'cos Amiga Action is our goal and our main Roal. (Eh? - Ed). So keep up the work 'cos I will always be there when you're out. No name or address, surprisingly.

Uh.

## PD PLEASURES

With Issue 49 of Amiga Action, one of the three disks contained a PD game - Defender. Also within the same mag was a profile on a PD game called Cliffhanger. I am a relative newcomer as an A500 owner, and do not know who to contact or how to get PD games. I would appreciate your advice and assistance.

A.R. Patterson, Falkirk.

We publish the name and address of the suppliers of Public Domain games at the bottom of the PD pages, and a quick letter or phone call to these will soon sort you out.

PD Soft supplied Defender, if memory serves me right and can be contacted at 1 Bryant Avenue, Southend On Sea, Essex.

## THRILL SEEKERS

Do you know of any games along the lines of Ultima VI (and Savage Empire, played on a borrowed, now returned, PC)? We've got lots of games for our A500, including the latest adventures, but none have the lastability and intricacy of Ultima VI, which has entertained us for many, many months, and kept all the family up until the early hours of the morning. We have been unable to find anything like it and would be grateful if you, or any Amiga Action readers, are able to recommend another game like this.

M. Cook and family, Coventry.

Games of the quality of the Ultima series are very few and far between, and since you say you own most recent adventures, it's pointless me suggesting the likes of Kyrandia, Enchantia and so on.

A popular game in the office a few months ago was Virgin's KGB, as was Cyberdreams' excellent, if illogical Dark Seed. You may have seen the features on Beneath a Steel Sky and Realms of Darkness (Virgin and Grandslam respectively) recently. Both of these look absolutely superb, and should be around before Christmas, reviewed by us in the next few months.

**Send your letters to:**

**Paul Roundell,  
Talkback,  
Amiga Action,  
Europa House,  
Adlington Park,  
Macclesfield,  
SK10 4NP.**

**You can also  
reach us on fax no:  
0625 876669**



# over the edge

OTE EDITOR: Brad Burton  
OTE DESIGN: Jim Eagers

Yo. Over the Edge is set to change the way games mags are looked upon. Only complete anoraks play games all day. So we're here to appeal to all those amongst you with a life! Basically this is a sneak preview of what you can look forward to in your favourite mag. Every month we'll be covering all manner of wild stories and top class features. If it's novel and interesting it'll be in here at some point in the future. Hopefully all my hard work will pay off and you'll enjoy this issue. If the general response is good, OTE stays and grows. If nobody likes it, I join the dole queue, again... C'mon lets hear your views. Mass respekt, Brad.



In this issue... + The world's first truly interactive film - Alien War+  
+ Being a 'Bodyguard'. What's it really like? +  
+ Virtual Reality, details on how you could have your own, at home! +  
+ Win a night in a posh hotel all 'xpenses paid +  
In the near future... Fruit Machinez, Chix, Sportz, Hackaz, Arcadez,  
Fashionz, Muzix, Snax, Tek, Fadz, Gadz. Coming ya way, soon

IN  
LONDON  
EVERYONE  
WILL HEAR YOU  
SCREAM...

If you're a big fan of the Alien films, then you'll love this. London's Trocadero - perhaps the biggest and best arcade in the UK has a new attraction. Forget about Virtual Reality, forget about Sega's R360 because Alien War is here. It's a 15 minute experience that takes you to the far side of the galaxy to do battle with an unknown xenomorph... an Alien.

No-one can deny the Alien movies credit when it comes to the action/suspense stakes. Faultless storylines, excellent special effects, and brilliant direction have helped to build the films' success. Nothing, however, could prepare you for Alien War Experience. The attraction is designed by Gary Gillis and John Gorman, both renowned throughout the movie ▶

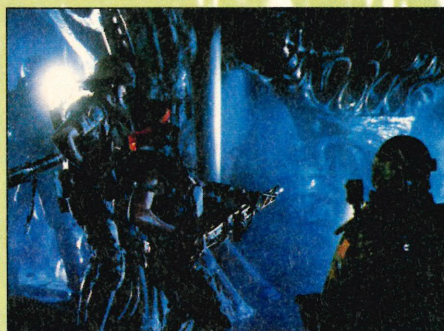


# "I SUPPOSE IT'S A BIT LIKE JURASSIC PARK, BUT WITH ALIENS"

► industry for their theatrical designs.

I was invited into the dank, claustrophobic tunnels. After the briefing from a tall, muscular space marine, I was guided through an airlock. My blood turned cold as I walked into an environment similar to that of the terraforma-base seen in the Aliens movie. I was assured by the Marines that they could guarantee my safety.

Even as the area was being secured, I was still apprehensive. As we walked deeper into the complex the metal walls seemed to inch towards each other. My adrenaline was pumping, and my nerves were going. It was becoming increasingly difficult to recognise the fact that I was only a couple of minutes away from London's Leicester Square.



Above: Have you the nerve to join the Colonial marines?

Far left: One of the beauties you can look forward to meeting

Left: All the thrill of the movies has successfully been recreated!



John Gorman, Producer

The creator of the original Alien designs, Hr Giger (Centre)

# "FORGET ABOUT PLANET HOLLYWOOD, THIS IS PLANET LV-426"

Suddenly the lights went out. Two seconds later the red emergency lighting kicked in, and then, through the haze of the smoke, I caught my first glimpse of one of the monsters. Under this lighting the Marines hurried me on, running through the small tunnels. The tension mounted. I heard someone scream and one of the soldiers advised me to wait whilst he checked out the corridor ahead. Being a civilian I wasn't allowed to use any weapons, so even if I caught sight of one of the monsters all I could do was point. This, in itself, helped to build up the already frightening and dark atmosphere.

We watched as the point man walked forward. The motion tracker started to pick up something big, moving towards the solitary soldier. We shouted warnings, then out of

Separated at birth? Left: Hudson lays waste to a face hugger. Right: I'm actually wearing genuine armour as seen in the film!



Gary Gillis, Alien, John Gorman (Left to Right)

nowhere an Alien pounced and began to savage him. The man by my side took aim, but couldn't afford to take the shot in case he hit his partner. Then as fast as the monster appeared it was gone. So was the soldier.

The route ahead just wasn't safe, so we took a small fork to the left. As we ran, we heard something behind us, and spun around. I yelled. The marine pulled the trigger and fired slug after slug into the xenomorph. The flash from the gun could be seen; the sound of the bullets and even the screams of the dying Alien could be heard. This was frighteningly real. We

ran through the endless corridors and then all of a sudden came across a mesh floor. I could just make out a nest of Alien eggs, some of which were opening, with face huggers all ready to pounce. How were we to get out of this hell? How would you? That's the appeal of Alien War.

Whether you're an Alien fan or not you've really got to enter into the experience. It takes those Laser tag games not only one, but two steps further. Don't expect to be firing a thin laser beam into plasticky costumes because it's just not like that. I've often considered myself fearless, but the realism of Alien War is unlike anything I've ever experienced. It is genuinely

scary, and the complex is of the same quality as that in the films. The whole system is controlled using some pretty heavyweight computers, but I'm not prepared to give any secrets away.

If you manage to escape to relative safety which can be found within the confines of an Armoured Personal Carrier you can then visit the museum. Here you'll be able to view all manner of props and items that were in the original films, including the body armour (as you can see from the photo, I'm wearing Hudson's), weapons and everything any self respecting fan could wish for.

So, what is on offer is an insight into the life of a colonial marine and a well researched and jam packed museum to boot. There's also the option to buy a load of exclusive merchandise! Now on to the main question, how much does it cost? Adults £6.95 and children £4.95, which is extremely reasonable if you consider you're slap bang in the heart of London. Fan or not, Alien War is an experience that you just can't afford to miss. If you're ever in London why not make your way there, but be prepared for nightmares (I'm not joking).

ALIEN WAR, TROCADERO CENTRE, COVENTRY STREET, PICCADILLY CIRCUS, LONDON

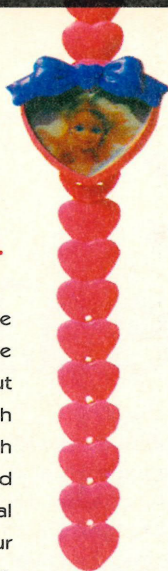
John Gorman, Producer

# "UNLIKE ANYTHING YOU'LL EVER EXPERIENCE ON EARTH"



## Watches from Zeon £9.99 each

Just look at the exquisite workmanship put into giving this stylish pink Barbie watch that classic look and feel. The ideal prezzie for your sister.



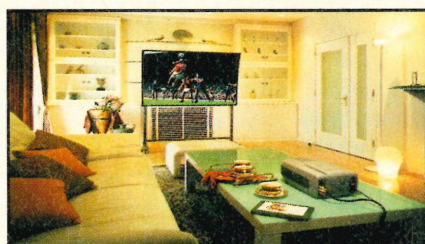
Ooh, get a load of Jason he's a real dream treat. He'll always be on hand and in view if you get hold of one of these Beverly Hills 90210 time pieces!



This wrist model of Thunderbird Two, doubles up as a watch. Press the hidden button and hey presto a digital clock is revealed.



**Hollywood in the home?** The Sharp XV-710P is the latest in visual technology. It's a compact, LCD projector that is capable of projecting TV images of upto 100" onto a superthin canvas screen. Not content with just television use its even got the right bits to connect your console, computer even a video straight into it. Can you imagine playing Street Fighter 2 with 4ft tall characters? Being a top of the range unit, an item of this quality don't come cheap. It's gonna put you back a whopping £1799.99, but if you're still interested, why not get in contact with your local Sharp dealer?



**Street Fighter 2** is arguably the most successful game in the history of gaming. So it comes as no surprise that you can buy all manner of posters and plastic watches. The latest company to get on the merchandising bandwagon are top importers, Replay, who have managed to get hold of a few hundred hand painted Street Fighter models. From Ryu to Blanka, all are available to adorn your mantelpiece for the more than reasonable price of £4.50 a piece, or get all 12 characters for the more than attractive price of £44.95. Give 'em a ring on 0924-402244, ask to speak to big Dave Haloran!

Those masters of the casual look, Joe Bloggs, together with the biggest software design company in the world, 'Ocean', have organised a special competition. In true OTE style one spawney winner will get a prize that money cannot buy.

The first prize is a luxury trip to Manchester, where you'll be staying in the poshest hotel in town with all your expenses! fully paid for. So why not take advantage by ordering all manner of executive services and banging them on the tab? Live life as a king. The

## Any Joe Bloggs can win this!

biggest event of the trip is a day designing games at Ocean software. You'll have the chance to have your name written in to one of Ocean's forthcoming blockbusters! Phew, you want more eh? Well to top all that off, you'll receive a new wardrobe full of Joe Bloggs' exclusive computer clothing directly from the Joe Zone collection, plus a big bag of Ocean software! Runners-up don't do that bad, winning a bag full of software/clothes! Not bad huh? If you want a crack at winning some top clobber, then turn the page and fill in the form.

## Remotasaurus Rex

Since Jurassic Park, the whole world has caught dinosaur fever. Despite your second rate plastic lunch boxes, and the totally useless (yet everyone buys them) under-sized flasks, merchandising is as important as box-office success for a film. With all this Dino-mania, a certain US company have developed a remote controlled dinosaur! Retailing at a mere \$99 (£70) it's got all of the usual features- forward, reverse and even walking on its own two legs.

There's loads of smart buttons on the remote control unit and pressing them initiates all manner of roars and screams! Great for terrifying cheeky kids. The bad news? No official UK launch date has been announced, sniff.



# MAN ON THE STREET

There's been a pretty Major event at No10, read on and get the low down on big John...



**H**ow apt could that heading be? It seems that our favourite Prime Minister has had a British made Hi-Fi delivered to his house. The system was supplied by Mission - one of the UK's leading top end audio equipment manufacturers. His set-up included a powerful amp, a DAC CD player, Mission 753 loudspeakers and a special revolver turntable complete with a hyper-trendy electric blue finish.

A small package of John and his good wife Norma's favourite tunes were also included. After a bit of trouble, I managed to uncover the exact records that found sanctuary within the house. A Buddy Holly album in place for the man of the house, whilst Norma plumped for a Lonnie Donegan greatest hits CD. What must the neighbours think?

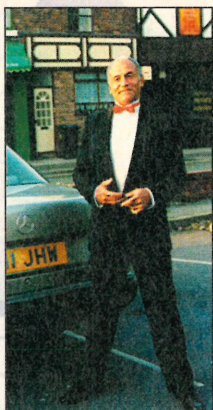


If you've a story that's just waiting to break, why not call (0625-878888 Ext 314)

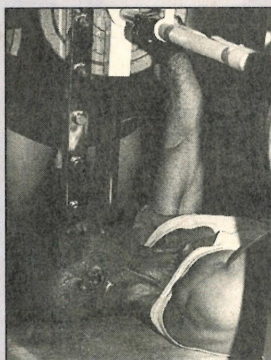


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"I weigh 175 pounds, yet I can benchpress in excess of 300 pounds. Only the top 10% of weight lifters in the world can achieve this!"

Of late Hollywood has become obsessed with the idea of personal protectors - Bodyguards. What with the Kevin Costner film "The Bodyguard" and more recently "In The Line of Fire".

I caught up with a leading man in this field and managed to get the reality from him. For security reasons names and places have been omitted.

The wine bar is crowded beyond capacity, and the gentleman I'm all set to meet is nowhere to be seen. No sooner have I ordered my drink than I feel a hand on my shoulder. I turn around half expecting some overweight beefcake, yet the man who stares at me is of a tremendous muscular build. He introduces himself, extending his left hand for me to shake. I quickly pull back my right hand and shake with my left, which in itself is unusual. He instantly makes the decision to leave, I don't argue, leaving my untouched drink to be taken away. Outside, he suggests we go to a restaurant.

I drive. When it comes to talking, he takes the lead, avoiding any cliches and getting straight on down to his style and methods of work. One of his major attributes, he told me, was the ability to change depending on the situation. Being able to keep your stature is as important when wearing a sharp suit, as much as a pair of scruffy cut down jeans. Given his forthright nature, I decide to ask about a large scar on his forehead. His instant reply is, something along the lines of "you win some, you lose none".

We arrive at the restaurant. One thing I make a mental observation of is the way he speaks. The subjects range from politics to boxing, a prime example of brains and brawn, several steps up from the likes of your average minder. I drum up the courage to ask why he shakes with his left hand. His reply, "I hit better with my right hand!" Of course, by shaking with your best hand, you leave yourself vulnerable. Just one of the many tips I picked up

throughout the evening.

We order, and wait. During this period he reveals one or two shady secrets about some major business corporations, but never in the same sentence as a specific company, shrewd. Throughout the evening I hear some amazing stories, but its not all excitement. "An average day, you tend to wait outside a room, standing, thinking for hours on end. Nightclubs are the worst, looking after your clients, which can be a bit difficult when they've had a few to many spritzers." He says.

"There was this one occasion when a female client of mine was being hassled by two drunk guys, both of whom were trying to hit on her. She tried to tell them she wasn't interested, yet they persisted. I paused for a second, then approached the gents, explaining that I was accompanying her. This only

succeeded in giving them an excuse to get aggressive. Two of them, one of me, how could they fail? How wrong could they be? It was beyond talking. The larger of the two threw a punch, I blocked and responded with a direct hit

to his jaw, which sent him dropping. Needless to say, his friend soon sobered up, and surprisingly became extremely apologetic. That was the end of that but it annoys me. Some people are their own worst enemy especially when they've had a few too many to drink. Violence is always a last resort in my book, but in certain extreme cases necessary." So how much does a service like this cost? A snip at £50 an hour, plus expenses! We finished our meal, he gave me his card, and in all seriousness said "When you become famous, give me a ring and I'll look after you." I thought I already was, but it's easier being sarcastic in front of my harmless computer, than in his powerful presence.

"Standing outside  
a hotel room for  
seven hours is an  
average day."

## LAST WORDZ

Next month, who knows what treats I've got lined up for ya. But let's just say it's gonna be pretty hot! Hey, I wonder if you can help me out, i'm after photos of strange phenomena, ghosts, UFO's, anything that's freaky basically. I'm looking at the possibility of covering this type of stuff, so if you can help, please get in touch. Until next time, take it easy my friends. Later. **BRAD**



## GET YOUR HANDS ON LOADSA GOODIES, NO QUESTIONS ASKED!

Rather than have you top people answer a heap of boring questions simply fill in this form and you're half way to winning one of these excellent prizes:- The once in an issue - Ocean/Joe Bloggs 'be a king for a day or two and get tons of trendy clothes as well' compo, a Street Fighter 2 model (except Dhalsim, cos some blaggers nicked it) Grab ya pen and get scribblin' it'll only take you a couple of minutes.

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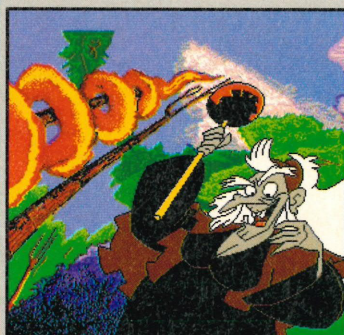
# SUPER

It's time now for the definitive guide to the Amiga games market, yes, the SuperLeagues have once more burst forth onto the pages of Amiga Action in all their glory.

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Core Design
- 8 THE IMMORTAL**  
Electronic Arts
- 9 GOLD OF THE AZTECS**  
US Gold
- 10 CADAVER**  
Renegade
- 11 MOONSTONE**  
Mindscape
- 12 CORPORATION** + Mission Disk  
Core Design
- 13 SPACE CRUSADE**  
Gremlin
- 14 HERO QUEST** + Data Disk  
Gremlin
- 15 ASHES OF EMPIRE**  
Mirage
- 16 CYBERCON III**  
US Gold
- 17 SWORD OF HONOUR**  
DMI
- 18 LORDS OF TIME**  
Ubisoft
- 19 XENOMORPH**  
Ubisoft
- 20 BARBARIAN II**  
Palace
- 21 SHADOW OF THE BEAST III**  
Psygnosis
- 22 ROCKET RANGER**  
Cinemaware
- 23 CAME FROM THE DESERT** +Ant Head  
Cinemaware
- 24 HORROR ZOMBIES/THE CRYPT**  
Millennium
- 25 UNREAL**  
Ubisoft
- 26 KULT**  
Ubisoft
- 27 OBITUS**  
Psygnosis
- 28 CRYSTALS OF ARBOREA**  
Silmarils
- 29 VODOO NIGHTMARE**  
Activision
- 30 LAST NINJA 3**  
System 3
- 31 ABANDONED PLACES**  
Electronic Zoo
- 32 ZOMBI**  
Ubisoft
- 33 NINJA REMIX**  
System 3
- 34 COLORADO**  
Ubisoft

- 35 BLOODWYCH** +Data Disks  
Mirrorsoft
- 36 COLDITZ**  
Digital Magic
- 37 HEAD OVER HEELS**  
Ocean
- 38 INDY/FATE OF ATLANTIS**  
Lucasfilm
- 39 HARE RAISING HAVOC**  
Infogrames
- 40 B.A.T.**  
Ubi Soft
- 41 MERCENARY III**  
Novagen
- 42 SHADOW OF THE BEAST II**  
Psygnosis
- 43 DIZZY'S EXCELLENT ADV**  
CodeMasters
- 44 THE SIMPSONS**  
Ocean
- 45 DEATH TRAP**  
Anco
- 46 DRAGON'S LAIR III**  
Readysoft



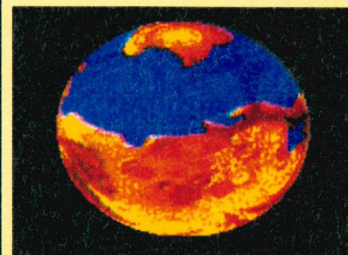
- 47 TREASURE TRAP**  
CodeMasters
- 48 SHADOW OF THE BEAST**  
Psygnosis
- 49 INFESTATION**  
Ubisoft
- 50 RESOLUTION 101**  
Millennium/UBI
- 51 NEUROMANCER**  
Ubisoft
- 52 RAN XEROX**  
Ubi Soft
- 53 BATMAN - CAPED CRUSADER**  
Ocean
- 54 WEIRD DREAMS**  
Ubisoft
- 55 SPACE ACE II**  
Readysoft
- 56 SIR FRED**  
Ubisoft
- 57 HEROES OF THE LANCE**  
US Gold
- 58 STORMLORD**  
Ubisoft
- 59 THUNDERBIRDS**  
Teque/UBI
- 60 GHOSTBUSTERS 2**  
Activision
- 61 BOROBODUR**  
Thalamus

- 62 BRIDES OF DRACULA**  
Gonzo Games
- 63 NIGHTBREED (INTERACTIVE)**  
Ocean
- 64 GUY SPY**  
Readysoft
- 65 THE RETURN OF MEDUSA**  
Ubisoft
- 66 OMNICON CONSPIRACY**  
Ubisoft
- 67 BLADE WARRIOR**  
Ubisoft
- 68 CHAOS IN ANDROMEDA**  
Arc
- 69 BADLANDS PETE**  
Arc
- 70 UNIVERSAL MONSTERS**  
Ocean
- 71 SPACE ACE**  
Readysoft
- 72 DRAGONS LAIR 2**  
Readysoft
- 73 SINGE'S CASTLE**  
Readysoft
- 74 DRAGON'S LAIR**  
Readysoft
- 75 BARBARIAN**  
Palace
- 76 OBLITERATOR**  
Ubisoft
- 77 CRIME DOES NOT PAY**  
Empire
- 78 KRISTAL**  
Ubisoft
- 79 GALDREGON'S DOMAIN**  
Ubisoft
- 80 EYE OF HORUS**  
Millennium
- 81 PYRAMAX**  
Ubisoft
- 82 THEME PARK MYSTERY**  
Mirrorsoft
- 83 BARBARIAN II**  
Psygnosis
- 84 PAC LAND**  
Ubisoft
- 85 THREE STOOGES**  
Cinemaware
- 86 HEART OF THE DRAGON**  
Dynamix
- 87 MICKEY MOUSE**  
US Gold
- 88 BEASTLORD**  
Grandslam
- 89 AQUANAUT**  
Fission Chips
- 90 STARBLADE**  
Silmarils

## ADVENTURE

- 1 MONKEY ISLAND 2**  
Lucasfilm
- 2 INDY/FATE OF ATLANTIS**  
Lucasfilm
- 3 LEGEND OF KYRANDIA**  
Virgin
- 4 LURE OF THE TEMPTRESS**  
Virgin
- 5 SECRET OF MONKEY ISLAND**  
Lucasfilm
- 6 CURSE OF ENCHANTIA**  
Core Design
- 7 RISE OF THE DRAGON**  
Dynamix
- 8 DARK SEED**  
Cyberdreams
- 9 MADDOG WILLIAMS**  
Game Crafters
- 10 INDY/LAST CRUSADE**  
Lucasfilm

- 11 MEAN STREETS**  
US Gold
- 12 OPERATION STEALTH**  
US Gold
- 13 LEISURE SUIT LARRY 5**  
Sierra
- 14 CRUISE FOR A CORPSE**  
Ubi Soft
- 15 WAXWORKS**  
Accolade
- 16 JACK THE RIPPER**  
Mirage
- 17 ELVIRA/MISTRESS OF DARK**  
Accolade
- 18 ELVIRA II/JAWS OF CERBERUS**  
Accolade
- 19 KGB**  
Virgin
- 20 KING'S QUEST SERIES**  
Sierra
- 21 HEART OF CHINA**  
Dynamix
- 22 MANIAC MANSION**  
Eldersoft
- 23 NIPPON SAFES INC**  
DMI
- 24 LOOM**  
US Gold
- 25 WILLY BEAMISH**  
Sierra
- 26 HITCHHIKERS GUIDE**  
Infocom
- 27 CODENAME: ICEMAN**  
Sierra
- 28 POLICE QUEST SERIES**  
Sierra
- 29 FUTURE WARS**  
US Gold
- 30 LEATHER GODDESSES**  
Infocom
- 31 LEISURE SUIT LARRY 1, 2 & 3**  
Sierra
- 32 SPACE QUEST IV**  
Sierra
- 33 SPACE QUEST 1, 2 & 3**  
Sierra



- 34 DUNE**  
Virgin
- 35 TRIAL BY FIRE**  
Sierra
- 36 ZAK MCKRAKEN**  
Lucasfilm
- 37 ZORK TRILOGY**  
Infocom
- 38 SUSPICIOUS CARGO**  
Gremlin
- 39 WONDERLAND**  
Virgin
- 40 DEMONIAK**  
Silmarils
- 41 PLAN 9 FROM OUTER SPACE**  
Gremlin
- 42 MAUPITI ISLAND**  
Lankhor
- 43 PLANETFALL**  
Infocom
- 44 GUILD OF THIEVES**  
Rainbird
- 45 STATIONFALL**  
Infocom



# THE AGGLES

- 46 B.A.T. II**  
Ubi Soft
- 47 CONQUESTS OF CAMELOT**  
Sierra
- 48 LURKING HORROR**  
UbiSoft
- 49 ULTIMA SERIES**  
Origin Mindscape
- 50 MANHUNTER SERIES**  
Sierra
- 51 HOOK**  
Ocean
- 52 B.A.T.**  
Ubi Soft
- 53 DEJA-VU 1+2**  
Mirrorsoft
- 54 SHOGUN**  
Infocom
- 55 SPELLBREAKER**  
Infocom
- 56 WISHBRINGER**  
Infocom
- 57 CHRONOQUEST SERIES**  
Psygnosis
- 58 ENCHANTER**  
Infocom
- 59 SORCEROR**  
Infocom
- 60 BEYOND ZORK**  
Infocom
- 61 ZORK ZERO**  
Infocom
- 62 SUSPECT**  
Infocom
- 63 BUREAUCRACY**  
Rainbow Arts
- 64 DEADLINE**  
Infocom
- 65 TIME**  
Rainbird
- 66 INFIDEL**  
Infocom
- 67 CORRUPTION**  
Rainbird
- 68 FISH**  
Rainbird
- 69 JINXTER**  
Rainbird
- 70 THE PAWN**  
Rainbird
- 71 SUSPENDED**  
Infocom
- 72 TIMES OF LORE**  
Origin
- 73 COLONEL'S BEQUEST**  
Sierra
- 74 WEEN**  
Loricel
- 75 GOLDRUSH!**  
Sierra
- 76 FASCINATION**  
Digital Integration
- 77 STARCROSS**  
UbiSoft
- 78 HOLLYWOOD HI-JINX**  
Infocom
- 79 TRINITY**  
UbiSoft
- 80 A MIND FOREVER VOYAGING**  
Infocom
- 81 BLACK CAULDRON**  
Infocom
- 82 NIGHT ORC**  
Rainbird
- 83 SEA STALKER**  
Infocom
- 84 CUT-THROATS**  
UbiSoft
- 85 KEEF THE THIEF**  
Electronic Arts
- 86 LANCELOT**  
UbiSoft

- 87 WITNESS**  
Infocom
- 88 THE FAMOUS FIVE**  
Electronic Zoo
- 89 QUEST FOR THE TIME BIRD**  
CDS
- 90 ISLAND OF LOST HOPE**  
UbiSoft

## SHOOT'EM-UP

- 1 CHAOS ENGINE**  
Renegade
- 2 PROJECT-X**  
Team 17
- 3 ALIEN BREED '92**  
Team 17
- 4 BLOOD MONEY**  
Psygnosis
- 5 DESERT STRIKE**  
Electronic Arts
- 6 ALIEN BREED**  
Team 17
- 7 TURRICAN 3**  
Renegade
- 8 WALKER**  
Psygnosis
- 9 SILKWORM**  
Virgin
- 10 SWIV**  
The Sales Curve
- 11 TURRICAN 2**  
Rainbow Arts
- 12 URIDIUM 2**  
Renegade
- 13 TURRICAN**  
Rainbow Arts
- 14 SIMULCRA**  
MicroStyle
- 15 XENON II - MEGABLAST**  
Renegade
- 16 THE KILLING GAME SHOW**  
Psygnosis
- 17 X-OUT**  
Rainbow Arts
- 18 Z-OUT**  
Rainbow Arts
- 19 APIDYA**  
Blue Byte
- 20 R-TYPE II**  
Activision
- 21 MIDNIGHT RESISTANCE**  
Ocean
- 22 FIREFORCE**  
ICE
- 23 ALCATRAZ**  
Infogrames
- 24 PANG**  
Ocean
- 25 DISPOSABLE HERO**  
Gremlin
- 26 VENUS**  
Gremlin
- 27 EPIC**  
Ocean
- 28 R-TYPE**  
Activision
- 29 BATTLE SQUADRON**  
UbiSoft
- 30 AMNIOS**  
Psygnosis
- 31 WOLFCHILD**  
Core Design
- 32 SPACE GUN**  
Ocean
- 33 LETHAL XCESS**  
Grandslam
- 34 RUBICON**  
21st Century
- 35 WING COMMANDER**  
Mindscape

- 36 ANARCHY**  
UbiSoft
- 37 OPERATION THUNDERBOLT**  
Ocean
- 38 MEAN ARENAS**  
Ice
- 39 WINGS OF DEATH**  
Thalion
- 40 WARZONE**  
Core Design
- 41 ESCAPE FROM THE ROBOT**  
UbiSoft
- 42 MONSTERS**  
UbiSoft



- 43 STELLAR 7**  
UbiSoft
- 44 ORK**  
UbiSoft
- 45 VIDEO KID**  
Gremlin
- 46 PEGASUS**  
Gremlin
- 47 HOSTILE BREED**  
Palace
- 48 BONANZA BROS**  
US Gold
- 49 FIREHAWK**  
Codemasters
- 50 FANTASTIC VOYAGE**  
UbiSoft
- 51 STRIDER II**  
US Gold
- 52 ATOMIC ROBO-KID**  
Activision
- 53 THE EXECUTIONER**  
Audiogenic
- 54 ARMALYTE**  
Thalamus
- 55 OPERATION WOLF**  
Ocean
- 56 SHADOW DANCER**  
US Gold
- 57 SUPER SPACE INVADERS**  
Domark
- 58 LINE OF FIRE**  
US Gold
- 59 XENON**  
Renegade
- 60 MONTY PYTHON**  
Virgin
- 61 TERMINATOR 2**  
UbiSoft
- 62 SUPER SKWEEK**  
Loricel
- 63 BATTLESTORM**  
UbiSoft
- 64 ROBOCOP 2**  
Ocean
- 65 AGONY**  
Psygnosis
- 66 STARRUSH**  
UbiSoft
- 67 MERCS**  
US Gold
- 68 BAAL**  
UbiSoft
- 69 CAVITAS**  
UbiSoft
- 70 ALIEN STORM**  
US Gold

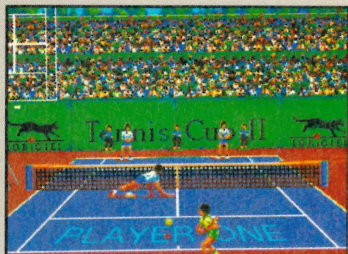
- 71 WARLOCK THE AVENGER**  
Millennium
- 72 CARDIAXX**  
Electronic Zoo
- 73 WESTPHASER**  
Loricel
- 74 FIRE AND FORGET**  
Titus
- 75 STARRAY**  
Logotron
- 76 PREDATOR II**  
Mirrorsoft
- 77 GHOST BATTLE**  
Thalion
- 78 FRENETIC**  
Audiogenic
- 79 THE SPY WHO LOVED ME**  
Domark
- 80 TOTAL RECALL**  
Ocean
- 81 UNDER PRESSURE**  
Electronic Zoo
- 82 BACK TO THE FUTURE 3**  
Mirrorsoft
- 83 MENACE**  
UbiSoft
- 84 SAINT DRAGON**  
Domark
- 85 DALEK ATTACK**  
Alternative
- 86 THUNDERJAWS**  
Domark
- 87 ZONE WARRIOR**  
Electronic Arts
- 88 U.N. SQUADRON**  
US Gold
- 89 VAXINE**  
Activision
- 90 DAN DARE II**  
Virgin
- 91 GAUNTLET 3**  
US Gold
- 92 STARGLIDER**  
Rainbird
- 93 DRAGONSTRIKE**  
UbiSoft
- 94 DEFENDER II**  
Arc
- 95 ESWAT**  
UbiSoft
- 96 ROBOCOP**  
Ocean
- 97 MYSTICAL**  
Infogrames
- 98 DRAGON FIGHTER**  
UbiSoft
- 99 ELIMINATOR**  
UbiSoft
- 100 P-47**  
US Gold

## SPORTS SIMULATION

- 1 SENSIBLE SOCCER V1.1**  
Renegade
- 2 GOAL**  
Virgin
- 3 SPEEDBALL 2**  
Renegade
- 4 PRO TENNIS TOUR 2**  
Ubi Soft
- 5 BRUTAL SPORTS FOOTBALL**  
Millennium
- 6 JOHN MADDEN**  
Electronic Arts
- 7 PGA TOUR GOLF + Data Disk**  
Electronic Arts
- 8 PREMIER MANAGER 2**  
Gremlin
- 9 GRAHAM GOOCH CRICKET**  
Audiogenic



- 10 PREMIER MANAGER**  
Gremlin
- 11 MICROPROSE GOLF**  
MicroProse
- 12 WORLD CLASS RUGBY**  
Audiogenic
- 13 SENSIBLE SOCCER**  
Renegade
- 14 BULLY'S SPORTING DARTS**  
Admiral
- 15 AMERICAN GLADIATORS**  
Gametek
- 16 EUROPEAN CHAMPIONS**  
Ocean
- 17 PLAYER MANAGER**  
Anco
- 18 SPEEDBALL**  
Renegade
- 19 JIMMY WHITE'S SNOOKER**  
Virgin
- 20 ARCHER MACLEAN'S POOL**  
Virgin
- 21 WORLD CLASS LEADERBOARD**  
US Gold
- 22 LINKS**  
US Gold
- 23 THE MANAGER**  
US Gold
- 24 GAMES: SUMMER EDITION**  
US Gold



- 25 CHAMP MANAGER '93**  
Domark
- 26 NICK FALDO'S CHAMP GOLF**  
Grandslam
- 27 CHAMPIONSHIP MANAGER**  
Domark
- 28 TENNIS CUP**  
Loricel
- 29 TV SPORTS FOOTBALL**  
Mindscape
- 30 CALIFORNIA GAMES**  
US Gold
- 31 PRO TENNIS TOUR**  
Ubi Soft
- 32 JAHANGIR KHAN SQUASH**  
Krisalis
- 33 GRAHAM TAYLOR'S**  
Krisalis
- 34 RBI 2 BASEBALL**  
Mindscape
- 35 KICK OFF 2**  
Anco
- 36 DISC**  
Loricel
- 37 THE AQUATIC GAMES**  
Millennium
- 38 TV SPORTS BASKETBALL**  
Mindscape
- 39 SUPER SPORT CHALLENGE**  
Daze
- 40 STRIKER**  
Rage
- 41 TENNIS CUP 2**  
Loricel
- 42 LIVERPOOL**  
Grandslam
- 43 WINTER SUPERSPORTS '92**  
Flair
- 44 J BARNES EURO FOOTBALL**  
Krisalis
- 45 ZANY GOLF**  
UbiSoft
- 46 EURO SOCCER**  
Flair

- 47 MAN UNITED - EUROPE**  
Krislais
- 48 TV SPORTS BASEBALL**  
Mindscape
- 49 FIENDISH FREDDY**  
Tynesoft
- 50 INTERNATIONAL SPORTS**  
Empire
- 51 MASTER BLAZER**  
Rainbow Arts
- 52 TIP OFF**  
Anco
- 53 EUROPEAN FOOTBALL CHAMP**  
Krysalis
- 54 WAYNE GRETZKY HOCKEY 2**  
Bethesda
- 55 MICROPROSE SOCCER**  
MicroProse
- 56 INTERNATIONAL SOCCER**  
MicroProse
- 57 SUPERSKI 2**  
Microids
- 58 THE CARL LEWIS CHALLENGE**  
Psygnosis
- 59 CALIFORNIA GAMES II**  
US Gold
- 60 MEGA SPORTS**  
UbiSoft
- 61 GRAND MONSTER SLAM**  
Rainbow Arts
- 62 WORLD GAMES**  
US Gold
- 63 PROJECTILE**  
Electronic Arts
- 64 PURPLE SATURN DAY**  
Infogrames
- 65 ADVANTAGE TENNIS**  
UbiSoft
- 66 WWF WRESTLEMANIA**  
Ocean
- 67 STORMBALL**  
Millennium
- 68 ITALY 1990**  
US Gold
- 69 FACE OFF ICE HOCKEY**  
Krisalis
- 70 BILLIARDS II**  
Infogrames
- 71 REBEL RACER**  
UbiSoft
- 72 I PLAY 3D SOCCER**  
I-Play
- 73 WORLD CHAMP SOCCER**  
UbiSoft
- 74 STEVE DAVIS SNOOKER**  
Telecom Soft
- 75 FOOTBALL MANAGER 2**  
Addictive
- 76 JACK NICKLAUS GOLF**  
Gremlin
- 77 FOOTBALLER OF THE YEAR 2**  
Gremlin
- 78 3D TENNIS**  
UbiSoft
- 79 WILD WHEELS**  
Ocean
- 80 RUGBY/THE WORLD CUP**  
Infogrames
- 81 SUPER LEAGUE MANAGER**  
UbiSoft
- 82 EUROPEAN SUPERLEAGUE**  
UbiSoft
- 83 TOURNAMENT GOLF**  
UbiSoft
- 84 MANCHESTER UNITED**  
Krisalis
- 85 CIRCUS GAMES**  
UbiSoft
- 86 ADIDAS SOCCER**  
Ocean
- 87 SLIDERS**  
Palace
- 88 INTER. RUGBY CHALLENGE**  
Domark
- 89 SUPERSOCCER**  
UbiSoft

- 90 PASSING SHOT**  
UbiSoft
- 91 GRAND NATIONAL**  
UbiSoft
- 92 MEAN 18**  
Accolade
- 93 THE GAMES ESPANIA '92**  
Ocean
- 94 ADIDAS TENNIS**  
Ocean
- 95 ITALIA '90**  
US Gold
- 96 M.U.D.S.**  
Rainbow Arts
- 97 CYBERBALL**  
UbiSoft
- 98 FIGHTING SOCCER**  
UbiSoft
- 99 STREET HOCKEY**  
Telecomsoft
- 100 3D POOL**  
Telecomsoft

## FLIGHT SIMULATION

- 1 REACH FOR THE SKIES**  
Virgin
- 2 FLIGHT OF THE INTRUDER**  
Mirrorsoft
- 3 GUNSHIP 2000**  
MicroProse
- 4 FALCON & MISSION** Disks 1 & 2  
Mirrorsoft
- 5 COMBAT AIR PATROL**  
Psygnosis



- 6 B17 FLYING FORTRESS**  
MicroProse
- 7 DOGFIGHT**  
MicroProse
- 8 THUNDERHAWK**  
Core Design
- 9 F-19 STEALTH FIGHTER**  
MicroProse
- 10 THEIR FINEST HOUR** + Data Disk  
Lucasfilm
- 11 F-16 COMBAT PILOT**  
Digital Integration
- 12 A320 AIRBUS USA**  
Thalion
- 13 BATTLEHAWKS 1942**  
Lucasfilm
- 14 FIGHTER BOMBER**  
Activision
- 15 A320 AIRBUS**  
Thalion
- 16 A-10 TANK KILLER V1.5**  
Sierra
- 17 GUNSHIP**  
MicroProse
- 18 BIRDS OF PREY**  
Electronic Arts
- 19 SHUTTLE**  
Virgin
- 20 PROFLIGHT**  
Hi Soft
- 21 INTERCEPTOR**  
UbiSoft
- 22 FLIGHT SIMULATOR 2**  
Sublogic
- 23 KNIGHTS OF THE SKY**  
MicroProse
- 24 MIG-29M SUPER FULCRUM**  
Domark

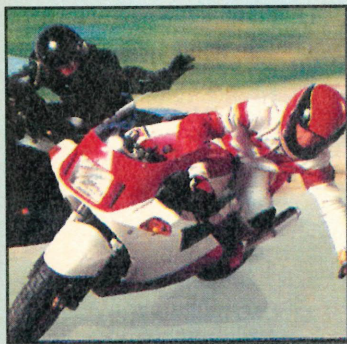
- 25 F-29 RETALIATOR**  
Ocean
- 26 F-15 STRIKE EAGLE II**  
MicroProse
- 27 A-10 TANK KILLER**  
Sierra
- 28 MIG-29 FULCRUM**  
Domark
- 29 TOWER FRA**  
UbiSoft
- 30 WINGS**  
Cinemaware
- 31 SKYCHASE**  
Microprose
- 32 F-15 STRIKE EAGLE**  
MicroProse
- 33 ATF II**  
Digital Integration
- 34 FIGHTER DUEL PRO**  
Jaeger Software
- 35 CHUCK YEAGER**  
Electronic Arts
- 36 RED BARON**  
Dynamix
- 37 STRIKE FORCE HARRIER**  
Digital Integration
- 38 BLUE MAX**  
UbiSoft
- 39 AV-8B HARRIER ASSAULT**  
Domark
- 40 BLUE ANGELS**  
Accolade

## RACING

- 1 LOTUS ESPRIT TURBO CHALL**  
Gremlin
- 2 FORMULA ONE GRAND PRIX**  
MicroProse
- 3 SUPERCARS 2**  
Gremlin
- 4 LOTUS TURBO CHALLENGE II**  
Gremlin
- 5 MICRO MACHINES**  
CodeMasters
- 6 STUNT CAR RACER**  
MicroStyle
- 7 NO SECOND PRIZE**  
Thalion
- 8 NITRO**  
Psygnosis
- 9 LOTUS III**  
Gremlin
- 10 F17 CHALLENGE**  
Team 17
- 11 OVERDRIVE**  
Team 17
- 12 JAGUAR XJ220**  
Core Design
- 13 HARLEY DAVIDSON**  
Mindscape
- 14 VROOM**  
Ubi Soft
- 15 BILL ELLIOT'S NASCAR**  
Gametek
- 16 CRAZY CARS 3**  
Titus
- 17 INDIANAPOLIS 500**  
Electronic Arts
- 18 NIGEL MANSELL**  
Gremlin
- 19 SUPER MONACO GP**  
US Gold
- 20 TEST DRIVE 2**  
Accolade
- 21 TOYOTA RALLY**  
Gremlin
- 22 COMBO RACER**  
Gremlin
- 23 SUPER OFF ROAD RACER**  
Virgin
- 24 SUPER CARS**  
Gremlin
- 25 TEAM SUZUKI**  
Gremlin



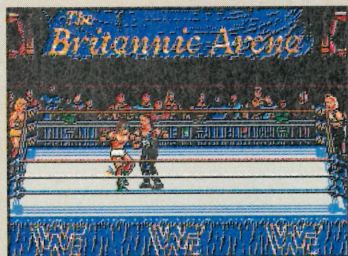
- 26 LOMBARD RAC RALLY**  
Mandarin
- 27 SUPER HANG-ON**  
Activision
- 28 JUPITER'S MASTERDRIVE**  
Ubi Soft
- 29 RVF HONDA**  
MicroStyle
- 30 INDY HEAT**  
The Sales Curve
- 31 PSYBORG**  
Loricel
- 32 4D SPORTS DRIVING**  
Mindscape
- 33 OUTRUN EUROPA**  
US Gold



- 34 HARD DRIVIN' II**  
Domark
- 35 ROAD RASH**  
Electronic Arts
- 36 GRAND PRIX CIRCUIT**  
UbiSoft
- 37 TURBO OUTRUN**  
US Gold
- 38 HARD DRIVIN'**  
Domark
- 39 BADLANDS**  
Domark
- 40 THE CYCLES**  
UbiSoft
- 41 CHASE HQ II**  
Ocean
- 42 POWERDROME**  
UbiSoft
- 43 OVERLANDER**  
Elite
- 44 TEST DRIVE**  
Accolade
- 45 RED ZONE**  
Psygnosis
- 46 CISCO HEAT**  
Mirrorsoft
- 47 RACE DRIVIN'**  
Domark
- 48 MOONSHINE RACERS**  
Millennium
- 49 FERRARI FORMULA 1**  
Virgin
- 50 THE ULTIMATE RIDE**  
Mindscape
- 51 HOTROD**  
Activision
- 52 GRAND PRIX MASTER**  
Codemasters
- 53 CHASE HQ**  
Ocean
- 54 HIGHWAY PATROL 2**  
Infogrames
- 55 DRIVIN' FORCE**  
Digital Magic
- 56 5TH GEAR**  
Hewson
- 57 TURBO CUP**  
Loricel
- 58 CHAMPION DRIVER**  
Zeppelin
- 59 DAYS OF THUNDER**  
Mindscape
- 60 OUTRUN**  
US Gold

## BEAT'EM-UP

- 1 IK+**  
System 3
- 2 BODY BLOWS**  
Team 17
- 3 PANZA KICK BOXING**  
Futura
- 4 TORVAK THE WARRIOR**  
Core Design
- 5 BUDOKAN**  
Electronic Arts
- 6 STREETFIGHTER II**  
US Gold
- 7 ORIENTAL GAMES**  
UbiSoft
- 8 AFTER THE WAR**  
Dynamic
- 9 VIGILANTE**  
US Gold
- 10 WRATH OF THE DEMON**  
Readysoft
- 11 SHADOW WARRIORS**  
Ocean
- 12 FINAL FIGHT**  
US Gold
- 13 NINJA WARRIORS**  
Virgin
- 14 GOLDEN AXE**  
Virgin
- 15 SWORD OF THE SODAN**  
Activision
- 16 CHAMBERS OF SHAOLIN**  
Grandslam
- 17 METAL MASTERS**  
Infogrames
- 18 BLACK TIGER**  
US Gold
- 19 DARKMAN**  
Ocean
- 20 SKULL AND CROSSBONES**  
Domark
- 21 DOUBLE DRAGON III**  
Virgin
- 22 WWF II**  
Ocean

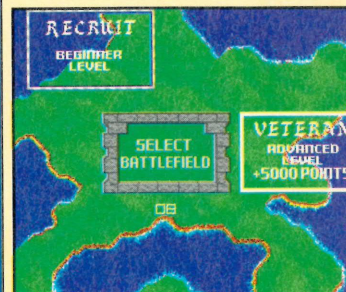


- 23 DYNASTY WARS**  
US Gold
- 24 PITFIGHTER**  
Domark
- 25 FULL CONTACT**  
Team 17
- 26 TMHT**  
Mirrorsoft
- 27 DINOWARS**  
UbiSoft
- 28 NIGHTBREED (ARCADE)**  
Ocean
- 29 ROGUE TROOPER**  
Krysalis
- 30 DOUBLE DRAGON II**  
Virgin
- 31 LAST NINJA 2**  
System 3
- 32 IVANHOE**  
Ocean
- 33 WILD STREETS**  
Titus
- 34 DR DOOMS REVENGE**  
Entertainment International
- 35 COUGAR FORCE**  
Tomahawk
- 36 TURTLES 2/ARCADE GAME**  
Mirrorsoft

- 37 ALTERED BEAST**  
UbiSoft
- 38 DOUBLE DRAGON**  
Virgin
- 39 FINAL BLOW**  
The Sales Curve
- 40 BANGKOK KNIGHTS**  
System 3

## STRATEGY

- 1 POWERMONGER** + Data Disk  
Electronic Arts
- 2 UTOPIA** + Data Disk  
Gremlin
- 3 PERFECT GENERAL**  
Impressions
- 4 MEGA LO MANIA**  
Mirrorsoft
- 5 POPULOUS II**  
Electronic Arts
- 6 CIVILISATION**  
MicroProse
- 7 DUNE II**  
Virgin
- 8 CAESAR**  
Impressions
- 9 SABRE TEAM**  
Krisalis
- 10 GLOBAL EFFECT**  
Electronic Arts
- 11 DREADNOUGHTS**  
Turcan Research
- 12 CASTLES 2**  
Interplay
- 13 GENGHIS KHAN**  
Infogrames
- 14 SIM CITY DELUXE**  
Infogrames
- 15 SIMCITY** + Terrain Editor  
Infogrames
- 16 CAESAR DELUXE**  
Impressions
- 17 SUPREMACY**  
UbiSoft
- 18 CELTIC LEGENDS**  
Ubi Soft
- 19 BANDIT KINGS**  
UbiSoft
- 20 BATTLE ISLE** + Data Disk  
Blue Byte
- 21 POPULOUS** + Promised Lands  
Electronic Arts
- 22 RAILROAD TYCOON**  
MicroProse
- 23 A-TRAIN**  
Maxis
- 24 RAGNAROK**  
Mirage
- 25 CAMPAIGN** + Data Disk  
Empire
- 26 REALMS**  
Virgin
- 27 THE PATRICIAN**  
Daze
- 28 CENTURION**  
CCS
- 29 BREACH 2**  
Impressions
- 30 HARPOON** + Data Disk  
Mirrorsoft
- 31 MURDER**  
US Gold
- 32 LASER SQUAD**  
Krisalis
- 33 ROME AD92**  
Millennium
- 34 VIKINGS**  
Thalamus
- 35 BREACH**  
Impressions
- 36 PALADIN**  
Impressions
- 37 SIM EARTH**  
Ocean
- 38 DEUTEROS**  
Activision
- 39 HISTORYLINE 1914-1918**  
Blue Byte
- 40 SIMANT**  
Ocean
- 41 WARLORDS**  
UbiSoft
- 42 1869**  
Flair
- 43 GETTYSBURG**  
Mirrorsoft
- 44 ARMADA**  
Mirrorsoft
- 45 BORODINO**  
Mirrorsoft
- 46 MONOPOLY**  
UbiSoft
- 47 RISK**  
UbiSoft
- 48 BATTLE CHESS II**  
Intercom
- 49 BATTLEMASTER**  
UbiSoft
- 50 MOONBASE**  
CRL
- 51 BATTLE CHESS**  
Electronic Arts
- 52 LORDS OF CHAOS**  
DMI
- 53 BRIGADE COMMANDER**  
UbiSoft
- 54 HILL STREET BLUES**  
Krisalis
- 55 AIR BUCKS**  
Impressions
- 56 GOLD OF THE AMERICAS**  
Starbyte
- 57 HALLS OF MONTEZUMA**  
US Gold
- 58 ARNHEM**  
CCS
- 59 GERM CRAZY**  
Electronic Zoo
- 60 TOWER OF BABEL**  
Microprose
- 61 CHESS CHAMPION 2175**  
CDS
- 62 FLOOR 13**  
Virgin
- 63 FIGHTER COMMAND**  
Impressions
- 64 FORT APACHE**  
Impressions
- 65 LIFE AND DEATH**  
Mindscape
- 66 INTERCEPTOR**  
Electronic Arts
- 67 RED LIGHTNING**  
SSI
- 68 CONFLICT EUROPE**  
Mirrorsoft
- 69 COHORT**  
Impressions
- 70 SEIGEMASTER**  
CCS
- 71 STORM ACROSS EUROPE**  
SSI



- 72 CONFLICT: MIDDLE EAST**  
UbiSoft
- 73 NAPOLEON I**  
Impressions



## 74 AFRIKA KORPS

Impressions

## 75 BIG BUSINESS

Rainbow Arts

## 76 RAMPART

Domark

## 77 CASTLES

Electronic Arts

## 78 CRIME CITY

Impressions

## 79 'NAM

Domark

## 80 TRADERS

Ubisoft

## 81 NUCLEAR WAR

US Gold

## 82 CHARGE OF LIGHT BRIGADE

Impressions

## 83 CHAMPION OF THE RAJ

Mirrorsoft

## 84 DRAGON FORCE

Phalion

## 85 OVERRUN

US Gold

## 86 WATERLOO

Mirrorsoft

## 87 FIRETEAM 2200

Ubisoft

## 88 AUSTERLITZ

Mirrorsoft

## 89 NO GREATER GLORY

Ubisoft

## 90 UMS 1+2

MicroProse

## 91 ACTION STATIONS

Lazer

## 92 BLITZKRIEG

Mirrorsoft

## 93 MEDIEVAL WARRIORS

Ubisoft

## 94 WHITE DEATH

Ubisoft

## 95 FINAL CONFLICT

Mirrorsoft

## 96 VENGEANCE OF EXCALIBUR

Virgin

## 97 RINGS OF MEDUSA

Rainbow Arts

## 98 SPIRIT OF EXCALIBUR

Virgin

## 99 COHORT II

Impressions

## 100 COVER GIRL STRIP POKER

The Sales Curve

## ARCADE STRATEGY

### 1 ELITE

Rainbird

### 2 FRONTIER - ELITE 2

Gametek

### 3 SYNDICATE

Electronic Arts

### 4 ARMOUR-GEDDON

Psygnosis

### 5 DYNABLASTER

VBI

### 6 THE KILLING CLOUD

Mirrorsoft

### 7 FLAMES OF FREEDOM

MicroProse

### 8 HIRED GUNS

Psygnosis

### 9 STARGLIDER 2

Rainbird

### 10 THEATRE OF DEATH

Psygnosis

### 11 STORM MASTER

Silmarils

### 12 SPECIAL FORCES

MicroProse

### 13 NORTH AND SOUTH

Infogrames

### 14 WAR IN THE GULF

Empire

## 15 PIRATES

US Gold

## 16 TRANSARCTICA

Silmarils

## 17 INTERPHASE

Mirrorsoft

## 18 DRAGON'S BREATH

Palace

## 19 MIDWINTER

MicroProse

## 20 IRON LORD

Ubisoft

## 21 MILLENIUM 2.2

Activision

## 22 DAMOCLES + Mission Disk

Novagen

## 23 COVERT ACTION

MicroProse

## 24 VOYAGE BEYOND

Ubisoft

## 25 LORDS OF THE RISING SUN

Cinemaware

## 26 ROBIN HOOD

Millennium

## 27 ANCIENT ART/WAR IN SKIES

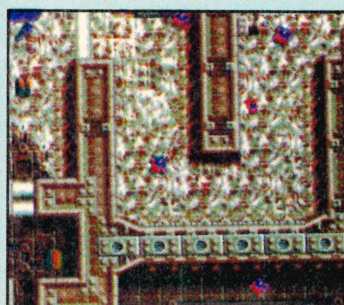
MicroProse

## 28 NARCO POLICE

Dynamix

## 29 STAR CONTROL

Ubisoft



## 30 TEAM YANKEE

Empire

## 31 MOONFALL

Hewson

## 32 TIME MACHINE

Activision

## 33 MAGIC FLY

Activision

## 34 PACIFIC ISLANDS

Empire

## 35 CYTRON

Psygnosis

## 36 STRIKE FLEET

Electronic Arts

## 37 STARFLIGHT

SSI

## 38 SPACE ROGUE

Ubisoft

## 39 RULES OF ENGAGEMENT

Impressions

## 40 MAGIC GARDENS

Electronic Zoo

## 41 ECO PHANTOM

Elec Zoo

## 42 VOLFIED

Empire

## 43 AIR SUPPORT

Psygnosis

## 44 SWORDS AND GALLEONS

Silver

## 45 D-DAY

US Gold

## 46 CARTHAGE

Psygnosis

## 47 LOST PATROL

Ocean

## 48 MURDERS IN SPACE

Infogrames

## 49 FEDERATION OF FREE TRADERS

Gremlin

## 50 METAL MUTANT

Silmarils

## PLATFORM

### 1 FLASHBACK

US Gold

### 2 SOCCER KID

Krisalis

### 3 SUPERFROG

Team 17

### 4 ZOOL

Gremlin

### 5 THE ADDAMS FAMILY

Ocean

### 6 ASSASSIN

Team 17



### 7 PREMIERE

Core Design

### 8 GODS

Renegade

### 9 RAINBOW ISLANDS

Ocean

### 10 PARASOL STARS

Ocean

### 11 FIRE & ICE

Renegade

### 12 ROBOCOD

Millennium

### 13 LEANDER

Psygnosis

### 14 PUTTY

System 3

### 15 KICK DANGEROUS 1+2

MicroProse

### 16 TITUS THE FOX

Titus

### 17 OSCAR

Flair

### 18 QUACK

Team 17

### 19 SLEEPWALKER

Ocean

### 20 CHUCK ROCK II

Core Design

### 21 DELIVERANCE

21st Century

### 22 FUZZBALL

System 3

### 23 RODLAND

The Sales Curve

### 24 JAMES POND

Millennium

### 25 9-LIVES

Arc

### 26 ELF

Ocean

### 27 MYTH

System 3

### 28 SWITCHBLADE 2

Gremlin

### 29 ARABIAN NIGHTS

Krisalis

### 30 BEAVERS

Grandslam

### 31 JIM POWER

Loriciel

### 32 WOODY'S WORLD

Global

### 33 GLOBAL GLADIATORS

Virgin

### 34 TROLLS

Flair

### 35 SWITCHBLADE

Gremlin

## 36 MAGIC POCKETS

Renegade

## 37 TOKI

Ocean

## 38 ELVIRA THE ARCADE GAME

Flair

## 39 THE BLUES BROTHERS

Titus

## 40 CHUCK ROCK

Core Design

## 41 P.P. HAMMER

DML

## 42 CREATURES

Thalamus

## 43 DEEP CORE

Ice

## 44 LIONHEART

Thalion

## 45 MCDONALD'S LAND

Virgin

## 46 BC KID

Ubi Soft

## 47 BUBBLE BOBBLE

Firebird

## 48 HARLEQUIN

Gremlin

## 49 FLOOD

Electronic Arts

## 50 NEW ZEALAND STORY

Ocean

## 51 VIKING CHILD

Ubisoft

## 52 CAR-VUP

Core Design

## 53 RISKY WOODS

Electronic Arts

## 54 YO JOE!

Hudson Soft

## 55 JOE & MAC

Elite

## 56 NIGHT SHIFT

Lucasfilm

## 57 GLOBDULE

Psygnosis

## 58 NEBULUS II

Hewson

## 59 UGH!

Blue Byte

## 60 MEGA TWINS

US Gold

## 61 ROLLING RONNY

Virgin

## 62 TEARAWAY THOMAS

Soundware

## 63 BABY JO

Loriciel

## 64 LETHAL WEAPON

Ocean

## 65 SUBURBAN COMMANDO

Alternative

</



- 79 THE AMAZING SPIDERMAN**  
Ubisoft
- 80 BATMAN - THE MOVIE**  
Ocean
- 81 STRIDER**  
US Gold
- 82 BUILDERLAND**  
Loricel
- 83 AXEL'S MAGIC HAMMER**  
Gremlin
- 84 MIGHTY BOMB JACK**  
Elite
- 85 HAGAR**  
Kingsoft
- 86 DOODLE BUG**  
Core Design
- 87 CAPTAIN DYNAMO**  
CodeMasters
- 88 FIRE AND BRIMSTONE**  
Microprose
- 89 SUPER WONDERBOY**  
Activision
- 90 ONSLAUGHT**  
Hewson
- 91 CHRONICLES OF OMEGA**  
Arc
- 92 CRYSTAL KINGDOM DIZZY**  
CodeMasters
- 93 THE COOL CROC TWINS**  
Empire
- 94 APPRENTICE**  
Ubisoft
- 95 STRYX**  
Ubisoft

#### PUZZLE & QUIZ

- 1 LEMMINGS 2**  
Psygnosis
- 2 OH NO! MORE LEMMINGS**  
Psygnosis
- 3 LOST VIKINGS**  
Interplay
- 4 PIPEMANIA**  
US Gold
- 5 PUSH-OVER**  
Ocean
- 6 HUMANS/JURASSIC LEVELS**  
Mirage
- 7 BILL'S TOMATO GAME**  
Psygnosis
- 8 GOBLIINS 2**  
Coktel Vision



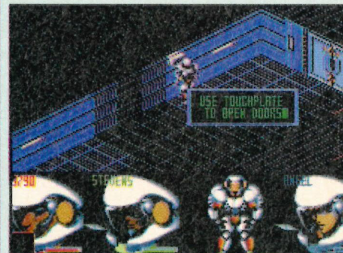
- 9 KLAX**  
Domark
- 10 CHIPS CHALLENGE \***  
US Gold
- 11 TETRIS**  
Infogrames
- 12 BRAT**  
Mirrorsoft
- 13 WIZKID**  
Ocean
- 14 BLOB**  
Core
- 15 MORPH**  
Millennium
- 16 GOBLIINS**  
Coktel Vision

- 17 TRODDERS**  
The Sales Curve
- 18 SINK OR SWIM**  
Zeppelin
- 19 TINY SKWEELS**  
Loricel
- 20 LOOPZ**  
Audiogenic
- 21 SUPER TETRIS**  
MicroProse
- 22 STEG**  
CodeMasters
- 23 BLOCKOUT**  
Ubisoft
- 24 LOCOMOTION**  
Global
- 25 WELLTRIS**  
Ubisoft
- 26 BUG BOMBER**  
Ubisoft
- 27 ISHIDO**  
Palace
- 28 PUZZNIC**  
Ocean
- 29 NEVERMIND**  
Psygnosis
- 30 E-MOTION**  
US Gold
- 31 TRIVIAL PURSUIT**  
Domark
- 32 CASTLE OF DR. BRAIN**  
Sierra
- 33 STONE AGE**  
Grandslam
- 34 ATOMINO**  
Psygnosis
- 35 SUPAPLEX**  
Digital Integration
- 36 LOGICAL**  
Rainbow Arts
- 37 GEM'X**  
Ubisoft
- 38 BRAIN BLASTERS**  
Psygnosis
- 39 ATOMIX**  
Ubisoft
- 40 REVELATIONS**  
Krisalis
- 41 PICK'N'PILE**  
Ubi Soft
- 42 QUADREL**  
Krisalis
- 43 CATCH'EM**  
DMI
- 44 PLOTTING**  
Ocean
- 45 7 COLORS**  
Infogrames
- 46 KWIK SNAK**  
Ubisoft
- 47 SPINDIZZY WORLDS**  
CodeMasters
- 48 JUMPING JACKSON**  
Ubisoft
- 49 CLOWN'O'MANIA**  
Ubisoft
- 50 SCRABBLE**  
Melbourne House
- 51 MANIX**  
Millennium
- 52 MANIC MARBLE**  
Ubisoft
- 53 SCRABBLE**  
US Gold
- 54 TILT**  
Ubisoft
- 55 BOULDERDASH**  
First Star
- 56 BOSTON BOMB CLUB**  
Silmarils
- 57 THE POWER**  
Demonware
- 58 RA**  
Re-line
- 59 Pictionary**  
Domark

- 60 ARCADE TRIVIA QUIZ**  
Audio Genic
- 61 HOYLE'S BOOK OF GAMES**  
Sierra
- 62 MIKE READ'S POP QUIZ**  
Elite
- 63 STACK UP**  
DMI
- 64 SPORTING TRIANGLES**  
CDS
- 65 SWAP**  
Palace

#### ROLE PLAYING

- 1 DUNGEON MASTER**  
Psygnosis
- 2 CHAOS STRIKES BACK**  
Psygnosis
- 3 EYE OF THE BEHOLDER II**  
US Gold
- 4 LEGEND**  
Mindscape
- 5 KNIGHTMARE**  
Mindscape
- 6 AMBERSTAR**  
Thalion
- 7 BLACK CRYPT**  
Electronic Arts
- 8 MIGHT AND MAGIC III**  
US Gold
- 9 PALADIN II**  
Impressions
- 10 BANE OF THE COSMIC FORGE**  
US Gold
- 11 EYE OF THE BEHOLDER**  
US Gold
- 12 MIGHT AND MAGIC II**  
US Gold
- 13 SHADOWWORLDS**  
Krisalis

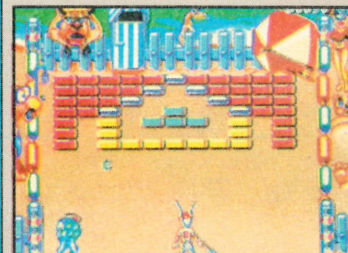


- 14 WORLDS OF LEGEND**  
Mindscape
- 15 POOLS OF DARKNESS**  
US Gold
- 16 DEATH KNIGHTS OF KRYNN**  
US Gold
- 17 CHAMPIONS OF KRYNN**  
US Gold
- 18 BLADE OF DESTINY**  
US Gold
- 19 BARD'S TALE III**  
Electronic Arts
- 20 BARD'S TALE II**  
Electronic Arts
- 21 ABANDONED PLACES 2**  
ICE
- 22 ISHAR 2**  
Daze
- 23 ULTIMA VI**  
Mindscape
- 24 EXODUS**  
Global
- 25 STARFLIGHT II**  
US Gold
- 26 WHALE'S VOYAGE**  
Flair
- 27 STARFLIGHT**  
US Gold
- 28 SHADOWLANDS**  
Domark
- 29 SECRET OF THE SILVER BLADES**  
Infocom

- 30 HARD NOVA**  
Electronic Arts
- 31 SHADOW SORCERER**  
US Gold
- 32 ISHAR/LEGEND OF FORTRESS**  
Daze
- 33 LEGENDS OF VALOUR**  
US Gold
- 34 LORD OF THE RINGS**  
Electronic Arts
- 35 SPACE 1889**  
Empire
- 36 MEGATRAVELLER 1**  
Empire
- 37 BUCK ROGERS**  
US Gold
- 38 DRAGON WARS**  
Ubisoft
- 39 AZURE BONDS**  
US Gold
- 40 POOL OF RADIANCE**  
US Gold
- 41 LEGEND OF FAERGHAIL**  
Rainbow Arts
- 42 TREASURES/SAVAGE FRONT**  
US Gold
- 43 GATEWAY/SAVAGE FRONT**  
US Gold
- 44 DRAGON FLIGHT**  
Ubisoft
- 45 DRAGONS OF FLAME**  
US Gold

#### BAT & BALL

- 1 PINBALL FANTASIES**  
21st Century
- 2 PINBALL DREAMS**  
21st Century
- 3 ARKANOID 2/REV OF**  
Ocean
- 4 SHUFFLEPUCK CAFE**  
Ubisoft
- 5 ARKANOID**  
Ocean
- 6 KRYPTON EGG**  
Rainbird
- 7 BUNNY BRICKS**  
Silmarils



- 8 LORDS OF WAR**  
Rainbow Arts
- 9 BOTICS**  
Krisalis
- 10 TITAN**  
Titus

Hopefully the SuperLeagues will prevent you from wasting your hard earned money on games such as Bangkok Nights.



# SWAP

For sale: A500+, 1 meg, about 50 games, mouse & joystick, 1 year old, excellent condition, disk box included. £200 the lot, may consider SNES with games as swap.

Phone Mick Dutton on 0455-847609.

NES with Mario, Duck Hunt, Lightgun and WWF Steelcage Challenge. £85 ONO.

Phone Luke Regan on 061-6813419.

Will sell: Streetfighter 2, £15, Archer's pool £15, Kick Off £5, Hunter £5, Switchblade 2 £5, or I will swap any of the above for boxed A-Train or G.G.W. Class Cricket. Phone

Frazer Debney on 0580-764944 after 7pm.

To swap - Streetfighter 2, M1 Tank Platoon, Space Crusade, Pirates, PGA Tour Golf plus. Wanted: Body Blows, Populous II, Civilisation, No Second Prize, Nick Faldo's Champ Golf. Phone Brian Mounsher on 0935-72694.

I have Last Ninja 3, Ghouls 'n Ghosts, Dragon Breed (no A500+/600), Beast 3, Putty, Pushover, Forgotten Worlds, Robocop 2, Super Off Road, Shinobi, Pang, Beast 2, E-Motion, Dungeon Quest, RVF Honda, Back to the Future 2, Days of Thunder (good movie - not!) and Body Blows. Would like Dragon's Lair 1, 2 and 3, Dyna Blaster, Indy Jones Atlantis Adv., Lionheart, Project X (spec ed), Soccer Kid, Walker, owt else. Phone Stephen Wakefield on 0384-394151.

Penpals wanted. Write about anything at all.

100% reply. Write to Bili Ancell, 67 Lime Street, Grangemouth, Stirlingshire, Scotland. Will swap/sell Kick Off 2 £10, Starflight £12, Space Ace £8, for Chuck Rock 2 or a good flight sim. Also loads of demos for sale. Phone Richard McCulloch on 0648-31280. I would like to swap Curse of Enchantia and Silkworm for Beast 3, Body Blows, Superfrog, Lionheart or Chaos Engine. Phone Simon Ross after 6pm on 03397-42483.

Sleepwalker, Superfrog, Zool, A1200 and Birds of Prey will swap each for any of the following: Darkseed, Apidya, Rogue Trooper, Entity, or Monster Pack 2. Originals only. Phone Peter Adams on 0846-603080.

Contacts wanted, male or female. 100% reply. Send lists or disks to Russell Redfern, 30 Dingle Close, Dudley, West Midlands, DY2 8AG.

Bargain, bargain Game Gear. Worth over £300. Wanted quick sell. Unwanted Birthday present (that's gratitude for you). Practically brand new, all boxed. 6 games, loads of accessories. Phone Liam Smith on 0262-679360.

60 mb GVP hard drive boxed and in excellent condition. £220. Ring Neil. Games for sale - Lotus 2, AH-73M Thunderhawk, Eye of the Beholder: £10 each. Phone Neil Goddard on 0993-778596.

Looking for Kyrandia, Indy IV or Lure of the Temptress. Will pay £10 for each. Phone Dave on 0843-590502.

Sell or swap: Populous, Lemmings, Pinball Dreams, Speedball 2, Super Off Road, It Came From the Desert for Zool, G Gooch's

Cricket, Putty, Dyna Blasters, Pinball Fantasies. Will do two for one on your better games. Phone Simon Beaumont on 0823-326071.

For sale: A600 Wild Weird + Wacky Pack, including 2 joysticks, 1 mouse, and £650 worth of the latest top games. All boxed and only 7 months old. Only £375. Phone Simon on 081-680-8443.

To sell: "U Cheat" mag, with loads of cheats and stuff. Phone Paul Hutcheon on 0382-74552.

Amiga contacts wanted worldwide. Send disks, lists. 101% reply. Steve Copper, 19 Sycamore Avenue, Dene Estate, Winsford, Cheshire, CW7 1EA.

For sale: Amiga 500+ (2 meg), Commodore 1084S monitor, external drive, A570 CD Rom, workstation, 2 mice + mats, joysticks, trackball, loads of software, TV modulator, books, 60+ mags, video cass, disk boxes, leads and manuals. All in excellent condition. £650 ONO (will split). Write to Kenny Mackins, 21 Low Cross Court, Knottingley, W Yorks, WF11 9AP.

Super NES for sale with Streetfighter 2, Super Soccer and Wrestlemania. £70 ONO. Write to Tom D'Ownes, 93 Staines Rd, Feltham, Middlesex, TW14 0JS.

Wanted: Amiga contacts to swap PD stuff. Please send lists on disk. 100% reply. Also, printer driver wanted to use with Star 100 for print and graphics. Write to Simon Hobbs, 40 Penrhos Cres, Rumney, Cardiff, South Wales, CF3 8PB.

For sale: A500 1meg expansion, wbench, manuals, TV/monitor (Goldstar 14), TV modulator, disk box 100, mouse, 50 games, cables, joysticks. Sell for £350 ONO. Ring Martin Daoud after 8pm on 081-3372318. I have Streetfighter II for sale (£12) or swap for any one of following: Walker, Desert Strike, Dune II or Superfrog. Ring Ben Pittuck on 0793-537915.

I'm after megademos direct from the makers, as soon as they are released. If you make megademos write to me for further details. PS. I will supply disks and pay postage if preferred. Write to Marcus Butcher, 22 Keyberry Rd, Newton Abbot, Devon, TQ12 1BX.

A600HD for sale with 20Meg hard drive, 2 joysticks, mouse + Body Blows, John Madden, Prince of Persia, Chaos Engine, Zool, Alien Breed 92, Gods, Pinball Dreams and 30 back issues of Amiga Action. £300. Write to M Turnock, 7 Sycamore Ave, Hindley Green, Wigan, Lancs, WN2 4LR. Hello to all Amiga + PC owners (hello). I have lots of software to sell or swap. Main interests, video, graphics, music, DTP, Business software. Also games. Write to Wayne Buckstone (again), 37 Cassiobridge Rd, Watford, Herts, WD1 7QL.

Amiga contacts wanted to swap games. Also Streetfighter 2 for sale for only £15, Rolling Ronny for sale only £10, Narc for sale only

£5 - Venus the Flytrap for sale only £5 and last but not least Lemmings (unboxed) £5.

Write to Jason Daborn, 18 Holyoake Ave, Horsell, Woking, Surrey, GU21 4PW.

I have Zool, Grand Prix, Captain Dynamo, Putty, Pushover, and GT Rally. Will swap for Monkey Island II, Curse of Enchantia, or Lure of the Temptress. Phone Thomas Le-luan on Bolton 391039 (another turnip who hasn't given an area code).

Swap/sell Body Blows, Chaos Engine, EOB I, Cadaver, Captive, Knightmare, Assassin, Sim Earth. I would like Waxworks, Dune 2, Ishar 1+2, Campaign, M+M3, Civilization, + other strategy/RPG games. Must be A1200 compatible. I have an A500 for sale with games etc. Offers please. Write John Hooper, 53 Margaret Street, Ammanford, Dyfed, SA18 2NP.

Swap: Jimmy White's, Zool, Curse of Enchantia, Zak MacKraken, Op. Stealth, Prem Manager, Graham Taylor's, Panza Kick Boxing, Heimdall, Larry 3, maniac Mansion, Hunter, International Rugby Challenge.

Want: Battlechess, Putty, The Manager, Body Blows, Final Fight, Boxing Manager. Almost anything considered. Write to Mark Ashby, 59 Beaconsfield Road, Banbury, Oxfordshire,

Robocop I-III for KGB, War in the Gulf, Dune 1&2, Shuttle, Goblins 1,2, PGA Tour Golf. Write to Francis Lavery, 16 Lakeview PK, Craigavon, CO Armagh, N Ireland.

Wanted: Amiga contacts, lots of games just out and the latest utilities. 100% satisfaction (pushy or what!). Also help wanted - has anyone got a cheat for 1st Division Manager, or know good tactics for it? Write to Peter Dynes, 17 Chestnut Grove, Derrymacash, Co. Armagh, N Ireland.

I will swap or sell Alien Breed, Alien Breed 92, Elite, Epic, Monkey Island 2, Sabre Team, Armalyte, Shadowlands, Wing Commander. Wanted: Ishar, Nippon Safes Inc., Eye of the Beholder, Waxworks, Lure of the Temptress, Legend, Worlds of Legend, Elf, Kyrandia, or Goal. Phone Richard Sykes on 0684-567149.

Hello everyone! This is Emma and Sarah (yo, girl-readers! Smart). We are 16 yr old Amiga users and we are looking for male penfriends aged 15+ to chat about everything under the sun - including games. Oh yeah: hello to the person who puts the comments in which we think are rather amusing! (ah, it sure feels good to be appreciated once in a while). Write to Sarah

**It's another two-pager this month, what with the vast amount of reviews and stuff we're having to cram in. A backlog of unpaid ads are building, which we'll do our best to clear next month. But no promises.**

OX16 9EP.

I have a NES system and 3 games, incl.

Mario 3. Also have an Amstrad and 4 games. NES: £100. Amstrad: £30. Also have SFII, W Beamish and Nigel Mansell.

Want: Loom, Budokan, Lemmings, Zool2. Phone Mark Elmore on 0905-359779.

A500+ with 1 meg upgrade for sale with 15 original boxed games such as Assassin, Lotus 1&2 and Rick Dangerous 2. Also new Squik mouse, all for £320. Phone Barry Norton on 0772-827394.

A600 with mouse and manuals (boxed) + 5 games (award winners). I want £200, no time waiters (sic!). Ring Derek Rimington on 091-4773487.

A500+ includes games such as Streetfighter 2 and Lotus 3 plus 7 more. Joystick and mouse included. Great condition. Bargain at £225. Phone Mark McDermott on 0352-755602.

Amiga games for sale. Old and new games at ludicrous prices. All games are boxed originals. For full big list send SAE to Mark McDermott (again), 27 Leys Nerwys, Mold, Clwyd, N Wales, CH7 1HR.

I am looking for 100% contacts to borrow or lend games. 100% reply. Also will swap Gods, Kick Off 2, Golden Axe, F1 Manager,

Fisher, 28 Grange Avenue, Leicester Forest East, Leicester, LE3 3HR.

Will swap A-Train, F19 Stealth, Sabre Team, A320 Airbus (USA), Their Finest Hour.

Wanted: Champ Manager 93, Football Manager 3, G Gooch's Football director 2, Nick Faldo's (A600). Will consider selling and buying. Phone Tim on 0442-250351 after 6pm.

Nutter alert! I'm mad and want Amiga contacts. 0% reply (?). No pirates. Send lists. Gibber. Dwaykay. Write to Simon (gosh, I'm really totally crackers aren't I!) Pownall, 17 Greensome Cres, Doxey, Stafford, ST1G 1EX.

I have Turtles, Data Storm, RVF Honda, Grand Monster Slam, Powerplay, Back to the Future II, Nightbreed, Days of Thunder, Shadow of Beast II, Tower of Babel, Soccer, Kid Gloves, Chase HQ. Wanted: Elite, F-18 Interceptor, Railroad Tycoon, Caesar, Body Blows or Desert Strike. Will swap as many as 4 for 1!! Write to Mark Williams, 1 Wilson Grove, Kenilworth, Warwickshire, CV8 2SL. (Kenilworth, eh? I used to live near there. Fab castle).

I will swap New Zealand Story and my sister for an L-reg Ferrari and a house in the Bahamas. Write to The Milky Bar kid, Mars,



# STOP

Next door to the chippy, opposite Spider Man's House (Hmm, that's a joke one isn't it. Have you ever thought of getting on Bob's Opportunity knocks, whoever-you-are?).

I have flight of the Intruder, M1 Tank Platoon, Lure of the Temptress, Battle Isle and Super Tetris. I want Gunship 2000, F16 Combat Pilot and Space Crusade with mission disk. All offers welcome. Phone Ryan Wigginton in Hucknall, Nottingham on 638830 (where's your ruddy area code? Eh?).

Wanted: Wargames for the Amiga Seeking: Red Lightning and Red Sunset, Conflict Middle East. Boxed with instructions. Mint condition. Buy all SSI wargames. Pay £30 for each or swap 3 new ones for each wargame. Phone Mr Ola Berli on 071-22036 Norway.

Amiga 500 1 meg for sale, 2 disk box, loads of demos, PD games and mags, all boxed, with around 60 games and joysticks, Wbench and Dpaint. £350 ONO. Write to John Wotton, 37 Chapple Drive, Haverhill, Suffolk.

I would like to swap Viz, Dizzy-Prince of the Yolkfolk and James Pond for Goblins 2 or Monkey Island 2. Phone Michael on 0532-886170.

Amiga contacts wanted worldwide. I'm 18 - all letters answered quick. Send list/disk to Jilber Garon, Nigar Hanim Sok, Ara Ap., 215 Yesilkoy 37800 Istanbul, Turkey (strewth, we do get around).

Swapsies: I got Syndicate. I want any of - B17, Campaign, Team Yankee, War In the Gulf, or any other good strategy/wargame/flight sim. Write to Matt Spooner, "Cartre", Westfield Rd, Toftwood, Doreham, Norfolk, NR1 9JB

I have a Gameboy with 8 games (Blades of Steel, Tetris, Bugs Bunny, Dyna Blaster, World Cup Football, Tennis, Buai Fighter Deluxe and Chessmaster), a light magnifier and carrying case. Phone Gary Musselwhite on 0753-544692.

Your old Amiga games wanted! Boxed or unboxed. Send disklist or printed lists now! Also want Bagger, C64 version. Contacts also welcome. L Brown, 75 Rydal Rd, Abbeydale, Sheffield, S8 0UR.

I have: Indy Heat, Project X, Birds of Prey, Chuck Rock, Supercars 2, Volfied, Body Blows, Jag XJ220, Lotus 2 and Mystical. I want: SF2, Walker, No Second Prize, Empire Strikes Back, any good flight sim, Stunt Car Racer or Armour Geddon. Also 2 of my Amiga games for your Gameboy game (Probotector or Race Drivin'). Phone Gavin on 0252-870367.

I have a CDTV multimedia pack, keyboard, diskdrive, mouse, Hutchinson Encyclopaedia, Lemmings, SimCity, CDPD 1, CDPD2, manuals, all boxed as new with £130 worth of Amiga games. Want £320 ONO. Phone Neil on 081-5050689.

Swap: Dragon's Breath, Populous, Kick Off 2, Lemmings, Bonanza Bros, Lotus Esprit Challenge 1, and nine budget games. Want:

External disk drive or anything else considered to do with amigas. Write to Andy, 85 Seymour Ave, Lower Morden, Surrey, SM4 4RF.

I have: SF2, Wing Commander, Smash TV, F1GP, Puzznic, Corporation, Chuck Rock, F29 Retaliator, Curse of Enchantia, Golden Axe (unopened), Hoi, Loom and Conqueror. I want: Crazy Cars 3, Legend of Kyrandia, Op Stealth, Npon Safes Inc, Future Wars, Dune I & II, Blood Money, Pro Tennis Tour 2, Super cars 2, No Second Prize, Body Blows, Storm Master, Superfrog, Lemmings 2, Pinball Dreams and Fantasies, Moonstone, Heimdall and Flames of Freedom. Phone Pete on 0785-840359.

SNES wanted with 2 controllers, Streetfighter 2 and any other game/s. Swap for Amiga games: Zool, Striker, Pinball Dreams, F1GP, Horror Zombies, Putty and Syndicate, Desert Strike, Chaos Engine, Flashback, Body Blows, Streetfighter 2, Assassin, SNES should be in good working order. Write to Bobby at 56 Perry St, Chatham, Kent.

I will swap Silent Service II, Historyline 1914-1918 and Realms for Napoleonics. (Yes I am mad). Alan Saunders, 31 Goldsmith Road, Leyton, London, E10 5E2

GVP 52mb hard drive with 4mb ram. 11 months old. Power supply and leads included. Bought for £430+ sell for £175 ono. A500, 1 meg, mouse, modulator, power supply and games. Sell for £85. Contact Jason Parr, 26 Brownlow Avenue, Higher Ince, Near Wigan, Lancs Wn2 2LJ Amiga contacts needed, 100% reply, have Silly Putty, Premiere, Flashback, Assassin, Project and many many more. Please send disks or lists in return for mine. I will reply to everything as I'd like to make new inroads. Mark Johns, Sussex House, 1 Sussux Ave, Margate, Kent. CT9 1TN.

Amiga Contacts wanted. 100% reply. Send lists of games that you want and I'll try to provide. D.Rivers, 26 Byron St, Easington Coll, Co.Durham.

Amiga 500, 1meg, mouse, joystick, tons of games, programs, demos and mags £200. Simon Green. 0727 868334.

Amiga 500 for sale-1 meg, 2 joy sticks, mouse and mat, 10 blank disks, 2 disk boxes and games including Populous, Sim City, Final Fight and more. Will sell for £180 or £200 with 2nd disk drive.

Stuart Brooie, 0326 250521.

Will swap Chaos Engine for Assassin or Superfrog. Daniel Taylor. 0344 481310.

Amiga 500+ with approx 60 games, 3 joysticks, 1 mouse, will swap for Snes with games or will sell for £250. Gavin Yates 0902 733213.

Wanted. For the Amiga 500. A GVP 52mb hard drive with all extras. Swap for Snes with 4 games, excellent condition, two control pads, Jap/Usa converter. Fully boxed. Call 0625 875376. Fridays after 6pm please.

I would like to sell the following- Graham

Taylor £10, Lemmings £8, Robocop 3 £8, Deluxe Paint 3, £10 or £30 for the lot! Graham Debenham. 1 Nascot-Place, Watford, Herts, WD1 3QT

For Sale: Amstrad CPC 464 with colour monitor and games £150.

Help! How do you get past the skulls in "Indy and the last Crusade" In "Legend Of Kyrandia" what do you do at the lagoon below the trapdoor? Thanks Louise Foxe. 21, Seapark Road, Clontarf, Dublin 3, Ireland. I will swap any if my games including Space Crusade, Sensible Soccer 92/93, Shadow of the Beast 2, Man Utd Europe, Kick Off 2 (and loads of other footy games) etc, for any decent offers received, reply only if interested. N.Mason. 0747 823 871.

Will swap Crazy Cars 3, Graham Taylor's, D/Generation, Man Utd Europe, Chaos Engine, Pinball Dreams, First Samurai, Mega-Lo-Mania, Supremacy, Project X (Special Edition). Would like KGB, Alien Breed '92, Premier Manger. Other good offers welcome. Andy, Chesham Road, Amersham, Buckinghamshire, HP6 5JQ. Swap or Sell over 50 Spectrum games for £25 or an Action Replay 3. Also will sell over 20 Amiga Magazines for £10. Jeremy

Wickremere, 265 Amersham Road, Hazlemere, High Wycombe, Bucks. HP15 7QA.

I have Railroad Tycoon and Body Blows. I would like Championship Manager 93/94 as a swap or sell for £12 each. Gareth Roberts. 0978 761016

Name your game (all Boxed) Sabre Team, F19, Robo 3, Special Forces, Sensible Soccer, Indi 500, Lotus 2. Gimme Swaps: Falcon + Missions, Combat Air Patrol, Risk, Indy F.O.A.(adventure),

Monkey Island 1, Body Blows...Anyone out there??? Toby. (0635) 872840.

Swap: Opp Stealth, Cruise for a Corpse, Body Blows, Lure of the Temptress, Epic, Armour Geddon and Populous 2 for EOTB2, Dune 2, Sim City Deluxe, Championship Manager 93, Legend of Valour or Nippon Safes (Phew!) Daniel Richmond, 124 Bramley Rd, Oakwood, London, N14 4HU.

I would like to swap Zak McKracken or the Dream Team, which includes The Simpsons, WWF and the Terminator for Monkey Island 1. Leon Poulney. 0284 704829.

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# FOOTBALL TACTICIAN 2

**New 93/94 version sets even higher standards and breaks more records.**

Firmly established as the definitive football strategy game, FOOTBALL TACTICIAN 2 is now available in three superb versions: FT2 ENGLAND the original and the first ever management game where tactics and real-time match intervention are the main requirements for a successful campaign. FT2 SCOTLAND the first ever simulation covering the soccer scene north of the border featuring the Premier and First divisions. FT2 ITALIA with the fabulous serie A and serie B for the thrills, the passion and the glory of the world's most exciting league! Three great games with the latest 93/94 stats. One soon realises that FT2 is no ordinary soccer manager. THIS is the REAL THING. You're in charge. Events on the field are the direct result of your inputs. Even when trailing badly, a match can still be retrieved if you make shrewd tactical interventions. There are risks involved, uncertainty and even luck. But in the end, it's all down to you! Can you rise to the challenge? Try FOOTBALL TACTICIAN 2 for the ultimate football experience!

### What makes Football Tactician 2 so special?

- \* Biggest ever multi-user system: up to 46 users! (who said four was the limit?) Now with new rating system reflecting managers' ability and achievements.
- \* First ever fully interactive management game: intervene at any time during a match to change tactics, make substitutions, adjust formation or mark players.
- \* Most accurate player definition: 30 parameters including real ages, aptitudes, skills, caps, playing positions, fitness, morale and market valuation.
- \* Largest results database: 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out.
- \* Professional recording: 36 matches always recorded IN FULL for full-scale replay.
- \* First ever referee involvement: true to life behaviour. Beware of adopting 'rough tactics' when Jim Parker is in charge! The message is clear: know your refs.
- \* Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. Smoothness of action is FT2's hallmark.
- \* Most accurate editor: built-in intuitive editor capable of entering new players and fine-tuning all parameters. Essential for the serious user.
- \* 16 different tactics from rough play to offside-trap adjustable throughout the match. You manage your side before AND during the match.
- \* Three levels of match reporting, from highlights only to ball-by-ball commentary.

### What are the new features?

- \* FA Premier League and Division One permanently in memory with full interaction, promotions, transfers, European pool, play-offs, local and European Cups.
- \* Man of the Match. Player of the Year. Manager of the Year. Transfer deadline. Pitch invasions. Fights between players.
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- \* Unique database-type search facility to locate any player in the league.
- \* Full-scale printing facilities: highly suitable for Play-by-Mail.
- \* Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue. Plus mid-week transfer and fitness news.
- \* Friendlies, top scorers charts, precise transfer markets, club history, financial position and much much more!

### Why is FT2 not in the shops?

The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina are in serie A, or Forest in the Premier League? Who wants to play a game that features Eric Cantona at Leeds or Ruud Geulit still at Milan? No known football game is more up-to-date than FT2 and that's a fact!

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# NEXT MONTH...

You've just finished reading the December issue of **Amiga Action**, so that means next month heralds the start of a new year, right? Well no actually, it heralds our all-singing, all-dancing, never-to-be-repeated-well-at-least-not-until-next-year **CHRISTMAS ISSUE!** That's right - there's to be no festive cheer for us this year: we're here throughout the holidays to bring you more of what

you like.

It's anybody's guess what we're likely to have in, and besides, thanks to that coupon down there, we don't have the room to tell you anyway. But buy it. Please. It'll be really good.

# AMIGA ACTION

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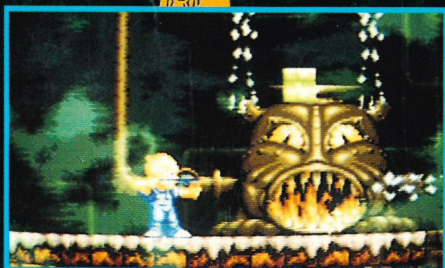
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